# Applecations

# TYPEATYPEALIGN

## A DESKTOP PUBLISHERS DREAM

REVIEWED BY TONY SZABO

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May 1990

The Publication of the

Apple User Group (Sydney)

Incorporated in N.S.W.

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# Applecations

the official publication of the
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(Sydney) Inc.

'Applecations' is published and posted to current members, 10 times each year. It is sent by surface mail, however specal arrangements can be made with the membership convenor.

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## May 1990

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## Meetings - May 1990

### Mac

Datafile Demo of
Typestyler Publish IT!
WordPerfect v2 (Beta

### Apple

Computer Desk Display
II SIG - Publish Demo
Appleworks Spreadsheet Commands
GS S.I.G - .(Not available at time of printing)

NOTE:
On Public Holidays, meetings will be held together on the alternate meeting date in that month.

## General Meeting Format

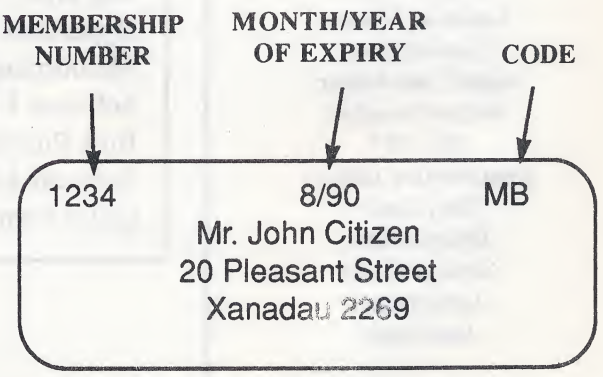
6:00 - 6:30pm - Members Bulk Purchase Store is open
6:30 - 7:30pm - Announcements, Q & A , Disk Demo
7:30 - 8:00pm - Refreshments and Socialising
8:00 - 8:50pm - Main Meeting with Guest Speaker and Demonstrations

## Special Interest Groups

Meet at various rooms in the Carslaw building.
Please ask at the main meeting for details.

An agenda of meetings is not available, as these are free-form and depend on members interest and attendance.

Most members will be used to seeing this little label on their envelope. Please have a good look at it because it provides some useful information regarding your current membership status!

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| AUSOM (Apple/Mac) | Alex McKenna | (03) 772-5891 |

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To be included in this phone register, please write to the editor giving Topics, Name, Phone (am,pm)

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Meeting Venues/Membership/No Magazine (02) 958-2709

An AUG (Sydney) Resource 'Phone Service' is staffed with members who have volunteered their services. They will answer your questions to the best of their ability.

If you are interested in helping others about a particular topic, please drop us a line with your name, phone number, and topic of interest. Thanks to those who have volunteered.


## SPECIAL OFFER -

TO AUG (SYDNEY) MEMBERS FROM AUSOM INC.

AUSOM WAIVERS ITS JOINING FEE TO ALL WHO WOULD LIKE TO HOLD MEMBERSHIPS IN TWO USER GROUPS. JUST THINK OF THE BENEFITS: READ MORE ABOUT THE WORLD OF APPLE FROM 2 MAGAZINES; BROWSE 2 PUBLIC DOMAIN LIBRARIES FOR THAT ELUSIVE ROUTINE: CONNECT TO 4 BULLETIN BOARD SYSTEMS FOR MORE INFORMATION. HAVE TWICE AS MANY MEMBERS TO HELP WITH THAT ANNOYING PROBLEM AND ALL FOR A YEAR'S SUBSCRIPTION OF $25.

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# APPLE II TECHNICAL NOTES

**Developer Technical Support**

## GS/OS
## #1: CONTENTS OF SYSTEM.DISK AND SYSTEM.TOOLS

**Revised by:** Matt Deatherage November 1989
**Written by:** Matt Deatherage November 1988

**For space restriction reasons, this Technical Note was printed over two months.**

**Last Month:**
**This Technical Note describes the contents of the disks System.Disk and System.Tools.**

**This Month:**
**The minimum files necessary to boot GS/OS starting with System Software 5.0.**

**Changes since July 1989: Updated to reflect System Software version 5.0.2.**

### MINIMUM GS/OS SYSTEM.DISK REQUIREMENTS

The following files are required for GS/OS to boot. This list does not address files needed by the Finder or the IIGS Toolbox. Those files only required in certain circumstances are noted as such. Those files that may be excluded only when disk space or memory limitations make it absolutely necessary are marked with asterisks (*).

-ProDOS
-System
-/Start.GS.OS
-/GS.OS
-/GS.OS.Dev
-/Error.Msg
-/FSTs
-//Pro.FST: Required for ProDOS disks.
-//HS.FST: Required for High Sierra or ISO 9660 discs.
-//Char.FST
-//AppleShare.FST: Required to use AppleShare file servers
-/Drivers
-//AppleDisk3.5: Required for Apple 3.5 Drives.
-//AppleDisk5.25: Required for 5.25" drives.
-//UniDisk3.5: Required for UniDisk 3.5 drives.
-//SCSI.Manager: Required for SCSI devices.
-//SCSIHD.Driver: Required for SCSI hard disks.
-//SCSICD.Driver: Required for AppleCD SC drives.
-//Console.Driver
-//ATalk: Required for AppleTalk (including AppleShare).
-//ATP1.ATROM: Required for AppleTalk (including AppleShare).
-//ATP2.ATRAM: Required for AppleTalk (including AppleShare).
-//SCC.Manager: Required for AppleTalk (including AppleShare).
-/System.Setup
-//CDev.INIT: Required for the Control Panel NDA.
-//Tool.Setup
-//TS2
-//TS3
-//Resource.Mgr
-//Sys.Resources
-/CDevs
-//Alphabet*
-//AppleShare*: Required for selecting AppleShare file servers.
-//ATIWriter*: Required for choosing printers.
-//ATLQIWriter*: Required for choosing printers.
-//ATLWriter*: Required for choosing printers.
-//DirectConnect*: Required for choosing printers.
-//General*
-//Keyboard*
-//Modem*
-//Monitor*
-//Mouse*
-//Printer*
-//RAM*: Should always be included if possible. It provides the only way to set the size of the GS/OS Disk Cache.
-//Slots*
-//Sound*
-//Time*
-//CDev.Data*: Only required if using the same CDevs that ship on System.Disk.
-/Desk.Accs*: Required for desk acces-

sories; any desk accessories should be installed in this directory.

-//CtlPanel.NDA*

-//ExpressLoad*: The only reason not to ship ExpressLoad is a lack of disk space; it is not loaded in 512K systems.

-/Start: Must be present for GS/OS to boot or some other file that GS/OS can boot into must be present in its place.

-/Tools: Required for any of the RAM-based tools; any RAM-based tools should be installed in this directory.

-/Fonts: Required for the Font Manager.

-//FastFont*: This makes Shaston 8 text drawing much faster and should be included unless absolutely impossible.

-/P8: Required for ProDOS 8.

-BASIC.System: Required for AppleSoft BASIC.

-BASIC.Launcher: Required for AppleSoft BASIC if the user is allowed to open these programs from the Finder.

## CHANGES FROM 5.0 TO 5.0.2

The changes from System Software 5.0 to 5.0.2 are described in this section. The 5.0.2 release includes both System.Disk

and System.Tools. Only the following files have changed; only the problems listed have been addressed. System Software 5.0.1 was an internal Apple release that should not be used.

Note: On System Software 5.0.2, GS/OS has version number $8301, meaning version 3.1p. The Dialog Manager has version number 3.2p ($8302) for ROM 01. The Desk Manager has version 3.2 ($0302) for ROM 01 and version 3.2p ($8302) for ROM 03. Be sure to mask out prototype bits when checking version numbers.

**ATResponder** (System.Tools) -- Fixed a bug which caused the system to forget chosen network printers unless AppleShare was installed.

**BASIC.SYSTEM** -- Fixed a bug in BLOAD which trashed data. The system now properly returns the NO BUFFERS AVAILABLE error and does not write to the disk.

**GS.OS** -- Fixed the Init Manager to properly sense which screen is up and to always place dialogs on the current screen. Also fixed the Cache Manager bug listed below.

**Start.GS.OS and GS.OS.Dev** -- A change was made to the Cache Manager to dereference the cache bucket before it is used in the internal Cache shutdown routines called by ResetCache. This prevents GS/OS fatal error $0002 from popping up during low-memory Memory Manager calls.

**Pro.FST** -- Fixed bugs in the GetDirEntry portion of this FST to properly report buffer size errors and to prevent memory from being trashed when using a four-byte name buffer. Also fixed a bug in the Write call that caused data to be trashed on occasion if the Write call was followed by a SetEOF call on sparse files.

**Resource.Mgr** -- Fixed a bug in ResourceShutDown that deallocated all system resources whenever the call was made. The system now only disposes of the resources belonging to the current resource application. A bug in AddResource and WriteResource which corrupted resource maps when two files were open at the same time was also fixed.

**Slots CDev** -- Fixed a bug in setting battery RAM when the slot 2 selection was changed. This fix allows ProDOS 8 applications better printing access to network printers.

**START** (System.Tools) -- Fixed a bug where the system would forget chosen printer names if the user changed login names after booting from a file server. Note that START is the program GS/OS boots into when using a file server as the boot volume; this file is not the Finder.

**Tool018** (QuickDraw Auxiliary) -- Fixed a bug in CopyPixels that would incorrectly allocate the scratch buffer, causing memory to be randomly trashed.

**Tool021** (Dialog Manager) -- A handle allocation bug was fixed. DialogStartUp previously allocated a handle as movable when it should have been fixed. This fix prevents random memory trashing (four bytes) on the calls Alert, NoteAlert, StopAlert and CautionAlert.

**Tool023** (Standard File) -- Fixed several bugs. Case is now ignored when sorting file lists. Filter procedures and SFxxx2 calls now receive the proper auxiliary type for files, and Standard File now notices an error and skips to the next volume when a user ejects a disk and selects a file while the disk's file list is displayed. Formerly, this situation caused an invalid reply record and sometimes crashed applications.

**Tool034** (TextEdit) -- Fixed several bugs in TEGetText and in the use of LETextBox2 type data. Also fixed a bug which caused TextEdit controls to sometimes destroy the current port's origin, and a bug which hung the machine when an entire TE SuperBlock was deleted.

**TS2** -- Fixed a bug in the QuickDraw II fast slab routines; this fix allows QuickDraw II to properly draw objects with a width greater than 160 bytes. A new Desk Manager patch was added to fix a bug that left the Desk Manager in a "busy" state after the calls AddToRunQ, RemoveFromRunQ and GetNumNDAs.

**TS3** -- The Desk Manager patch described above was incorporated, and the Dialog Manager bug listed above was also included here (since the Dialog Manager is included in ROM 03).

***Further Reference***

- **GS/OS Reference, Volumes 1 and 2**

# TO BE OR NOT TO BE.

BY FERNACKERPAN GOOGLYITIS.

**SCUZZIE.**
Well the big and fabulously great news this month is the new SCSI card from Apple. This wonderous device now allows data to flow from a hard disk to your GS and enhanced IIe at a rate of up to 1 Meg. for the GS and 512 k for the IIe. This is a colossal improvement over the previous transfer rate of 128k. And all of this for the same price as the old SCSI card.

**NEW DEALER.**
During the month the A.U.G. learnt of a new dealer in the Sydney metrop area. The name of this organisation is ENERQI INTERNATIONAL, (not anarchy) and can be contacted at 47 Rowe St. Pennant Hills, or phone 804-7550. Among some of the goodies they distribute are the range of Applied Engineering products, Pyware programs and the extensive range of joysticks from CH Products.

## WE'RE OPEN

Speaking of Applied Engineering, Terry Cass advises us that products from this company bought from GS Sales & Imports requiring service can be done by him without returning them to the US of A.

**APPLE II PUBLICATIONS.**
Here is a couple of publications available that deal with the best computer in the Apple range.

A2- CENTRAL.
P.O. BOX 11250.
OVERLAND PARK KS 66207
U.S.A.

APPLEWORKS FORUM.
NATIONAL APPLEWORKS USER GROUP.
49068 HARVEST DR.
PLYMOUTH MI 48170.
U.S.A.

Both these magazines contain little or no advertising and come highly recommended. For more details contact a member of the committee.

**800 K DRIVES.**
The other day a friend of mine visited that Mini Stately Pleasure Dome known as Apple Centre City, with the purposes of trying out a new share-ware program on one of the new GS's. Imagine the shock horror when the sales assistant informed him that their only 800 k disk drive had been lent to an existing client. Moreover the return of same was not in the forseeable future. Isn't it nice to see what after-sales service some dealers provide. Or is it. Bye for now. F.G.

# FLOPPY DISKS by Grant Kwai

## What makes a good floppy disk?

Your average 5.25" double sided disk is made out of a PVC film which is coated with iron oxide (rust!), and then inserted into its vinyl jacket. The iron oxide is used to magnetically store the bits of information we save onto each disk. What makes some disks better than others depends on how evenly the manufacturer coats each disk.

These disks are certified by the manufacturer to test that each disk is ok. They do this by recording a signal on every track of the disk. The certifier will then read each track bit by bit and record the average strength of the original signal.

In Australia, there is a standard which states that 40% or more of the average strength of each disk must be able to be retrieved. If any bit falls below this standard then it is defined as a 'missing bit'. A missing bit is caused by a gap in the magnetic coating of the disk. Any disks falling below 40% clipping level are rejected. You will note, though, some of the higher priced disks offer a clipping level of 75% or higher, which is why they charge such a high price. Also note though that a 100% 'error free' does not mean that it has a 100% clipping level. It simply implies that it has passed the Australian standard 40% clipping level.

Another problem with disks is an 'extra bit'. This is caused when the certifier erases the disk being certified then re-reads each track. If it picks up any extra signals, then it is called an 'extra bit'. This may cause a problem in that it may prevent data from being read and therefore will fail its certification. This is mostly caused by a buildup of magnetic particles on the coating.

A high clipping level can be vital if you are using two different disks drives. That is, one is used to write the data and another to read it.

For example, your computer at home and at work. Unless your drives are in perfect alignment, the signal strength which one drive may write to the disk, might not be able to be picked up by another computer's drive. That is why sometimes a program will work on your computer and not on a friends and vice versa.

# A Country Life

## By Trevor Drover

In Australia, the population clusters in the major cities, particularly on the eastern seaboard. These cities provide the inhabitants with a great selection of shops, restaurants and alternatives in entertainment. There are also people. Lots and lots of people.

I like people, but not crowds of them, so in 1976 I quit my job in Sydney and travelled the world for twelve months. When I returned to Australia I managed to pick up a job working with computers in a small country town, on the South West Slopes, by name of Young; population 5,000.

Marrying a lovely lady, who happened to be a teacher, I quickly found myself seconded to the computer committee. We bought Apple //es for the school, and I purchased a //c for the family. I heard about the Apple User Group, and joined, eager to learn more about these computers. I usually pick up something of interest out of each Applecations, and have even written some articles for it in the past.

I looked for other people in my area who had Apple Computers, that could help me further my knowledge, but found teachers and students, struggling with some pretty bug ridden software. I rewrote and generally cleaned up a lot of Public Domain software in those early years, which was a great learning experience. It is very difficult to write a structured program in Applesoft Basic, but the rats nests created and released by some people were quite amazing.

A visit to an Apple Computer Shop is a rare event. The nearest shops are in Wagga Wagga and Canberra, both 150km away, so I rely on subscriptions to magazines to fill the information gap on new products, software and industry news. I currently subscribe to Applecations, InCider (A+ previously), Computist, A2 Central, and MacUser.

Each of the publications are useful in their own way, and provide a different depth to the subjects they cover. That last magazine is an indication that we are switching to Macintoshes as a corporate machine, and I want one for home too! As procuring these magazines locally is difficult or impossible, I get them directly from the USA (except for Applecations of course). The price works out about half the shelf price here, and I get it about a month sooner too. The same goes for software purchases. I have tried ordering programs from Sydney, waited a month before cancelling, then get them from the USA in 10 days for a third the price.

The last and probably most useful pools of knowledge that can be tapped via modem are the AUG bulletin boards. There are wonderful groups of enthusiasts ready to help solve problems and to pass on discoveries that they may have made. This kind of forum is a boon for country members, who are unable to attend meetings and would otherwise have no interaction with other club members.

So city dwellers, there is life and a computing society beyond the confines of your bustling metropolis. The cost of living is certainly lower, as is the pace. And it only takes 8 minutes to drive the 12 km to work.

# Apple // SIG

## //e, //c, //+ Special Interest Group

*Bevan Stone*
*SIG Convenor*

**This special interest group is held from 6.30pm to 9pm on the first Monday of the month - a wide range of topics are discussed and beginners are always welcome. Get the most out of your membership subscription - attend the meetings - discuss your problem program (bring your disk with you) - learn something new - browse the club book library - browse the bulk purchase and disk library stand.**

The March SIG consisted of a series of demonstrations. We looked at

- certain aspects of the Multiscribe word processor and font editor
- Split screens and selected printing from Appleworks spreadsheets
- Creating Appleworks files from text (ASCII) files
- Nibble 'Librarian'.. Creating an Appleworks database library of the catalogs of your disks
- AUG public domain disk no.94
- Graphworks

In our April SIG we looked at a few spelling checkers; Megaworks, PFS, Appleworks v3.0. We also demostrated Superfonts, Copy ][+ v9.0, Double/triple column printing, and SQUIRT, a program selector available on AUG public domain disk no.80.

# Apple II High Speed SCSI Card

***Press release sourced from APPLELINK.***

The Apple II SCSI card significantly increases data transfer speed between Apple II personal computers and SCSI devices such as hard disk and CD-ROM drives. The card works with the Apple IIe and Apple IIGS personal computers and is compatible with all SCSI devices. It provides the fastest data throughput possible for Apple II users. Using direct memory access (DMA) data transfer, if offers speed improvements of up to 10 times faster than that of the previous Apple II SCSI Card, which it replaces. The new card also comes with software utilities for use with hard disk and CD-ROM drives.

Users with a hard disk drive and the new SCSI Card will see a significant speed improvement when using large software applications, such as AppleWorks GS, or large data files.

Features and benefits include:

% DMA Data Transfer -- on the Apple IIGS computer, data can be transferred at a rate of up to 1MB per second. On the Apple IIe computer, data can be transferred at a rate of up to .5MB per second. There are four switches on the card. One is used to set DMA on or off. The other three are used to set the SCSI identification number of the card Q each SCSI device, including the computer, is set to a unique number from 0-7.

% SCSI Compatibility -- compatible with all SCSI devices, the Apple II High-Speed SCSI Card requires only that device-specific applications and drivers be installed on the system. The card comes with drivers and applications for hard disk and CD-ROM drives.

% On-Board Terminator -- simplifies setup for the user when connecting SCSI devices to the computer.The user simply places one terminator at the end of the chain of SCSI devices.

% Utilities -- comes with improved hard disk utilities that partition and verify hard disks, and backup information. The Partition and Verify utilities take advantage of the improved firmware commands for hard disk drives. The Backup utility is now able to handle the resource forks that are part of the IIGS files. These are all ProDOS utilities and can be used by both Apple IIe and Apple IIGS users. In addition, the CD-ROM desk accessory for the Apple IIGS, CD-Remote, comes with the card.

***System Requirements:***

The Apple II High-Speed SCSI Card works on an Apple IIGS personal computer or an Apple IIe computer with a 65C02 microprocessor (note: older Apple IIe's, that have a 6502 microprocessor, will need to upgrade with an Apple IIe Enhancement Kit). The Apple IIGS requires a 3.5-inch disk drive, while the Apple IIe requires either a 5.25- or 3.5-inch disk drive. Both require a device with a SCSI port, appropriate SCSI cabling, and one SCSI terminator.

There is no upgrade program for owners of the previous Apple II SCSI Card.

# Little BITS

by Andrew Roughan

■ **The April GS SIG consisted of our second major MIDI demonstration. This was given by Howard Porter with his Yamaha DX7 and a review copy of Master Tracks PRO software from Passport Design (available locally from Two Series Software). Howard went through several ways of recording a piece to show off the features of the software.**

■ The April Apple // main meeting consisted of demonstration of various AUG library disks and ProSEL 16. Jeff Sherman unfortunately was unable to attend. We hope to see him next month.

■ **A new magazine for the GS has hit the stands. It is called GS+ and is a Bi-monthly production of Ego Systems, P.O. Box 15366, Chatanooga Tenn. 37415-0366. The subscription rate is US$15/year, or US$35 with a disk which includes GS source code.**

■ An AUG member recently ordered his Transwarp GS from AE in the states via phone at 2am Friday morning. He received it the following Tuesday at 9am. Is this a record?

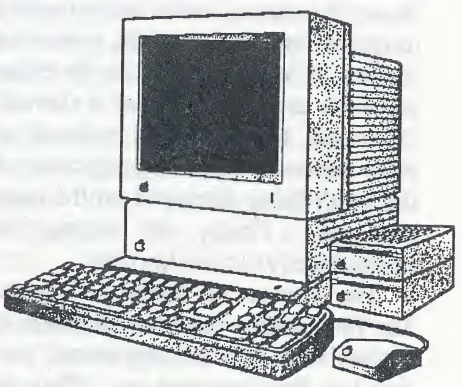
■ **While ordering the Transwarp, he asked about the 10mhz version. Apparently, AE can not presently get the chips, so Transwarps ship with 7mhz. For those who still have a 6.2mhz Transwarp, the 7mhz upgrade is now readily available.**

■ I ordered Merlin 8/16 from Programs Plus by phone and received it within 2 weeks. It cost me ~$127, including postage, which is about $60 cheaper than the current Techflow RRP. I was very happy with the service I received on the phone and the packaging was excellent. If the price here is unreasonable, then I can personally recommend Programs Plus as a viable alternative.

■ **Apparently an unknown party has been importing Taiwanese hard drive mechanisms with Quantum stickers on them. Be careful!**

■ For those interested in learning more about hypermedia, specifically, "HyperStudio" for the GS, there is a new magazine being published in the US. Apparently Hyperstudio stacks are also available. You can find out more by writing to Hyperlearning Network, Box 103 Blawenburg NJ 08504

■ **There was a rumour going around that the Maestro v32 modem would be released soon. I had not heard anything about this modem since it was initially announced and withdrawn, because of chip supply problems, a year ago. Since I was interested in finding out more, I rang Maestro directly to find out the latest. Maestro have no more chip supply problems and they are currently building v32s. Back orders are expected to be filled from the beginning of May and distributors should have stock by the end of May. The Maestro v32 is a 9600bd modem which will retail for $995. This may be twice the price of a 2400bd modem (e.g. the ZXR - Maestro's best seller) but it is half the cost of Netcomm's M5 9600bd modem.**



# Appleworks Spreadsheet column width macro

## By Rod Young

If you use the spreadsheet module of Appleworks anything more than occasionally, you will very quickly find that you have to make a lot of adjustments to the column widths.

It's usually at the beginning of your template, when you're trying to get all the labels at the top of the screen to fit in properly. Only thing is, it's a fairly slow process the standard Appleworks way. These are the keys you have to press:

"Apple-L" to change layout, "C" for columns, "rtn" to accept, "C" for column width, "apple-right/left" to make wider or narrower and "rtn" to accept. At least six key presses.

Standard Appleworks doesn't give you any indication of the actual width in characters of your column either. To do this, you would have to do a visual from the screen. Also laborious.

TimeOut Ultramacros version 3, the powerful Appleworks macro add-on, has the answers to these inconveniences.

The macros beneath allow you to cut out all the key presses and get an indication of column width.

To find out the width of a column, press "apple-W" (W for width), and you get a message at the bottom of the screen. After any key press, the message is cancelled - it would be annoying for it to stay there if you moved to a different column.

To adjust the width of a column, press "apple-control-W". You will be shown the current width and prompted to type in the desired width, greater or smaller. If "esc" is pressed, or the existing width entered, the macro is aborted. Otherwise, the column is widened or made narrower, with a running count of the width being displayed on the message bar. Finally, the message is extinguished after any keypress.

The macros are reproduced twice. The first version has curly brackets to explain each step and the second version has these stripped out. Copy in exactly and compile the second version, then enjoy the convenience.

```
start

<ctrl-W>:<asp Y = peek #ccwidth :        {read column width into Y}
        msg ' Current column width = ' + str$ Y + '.  Type desired width of column in characters. ' :
                                         {message at bottom of screen}
        $1 = getstr 2 :                  {enter 2-character string at bottom}
                                         {of screen, read into $1}
        X = val $1 :                     {X becomes numerical value of $1}
        if X = 0 then msg "" : stop :    {abort macro, clear message if ESC}
                                         {or non-number entered}
        else if X = Y then msg "" : stop :
                                         {abort macro, clear message if}
                                         {width is actual width}
        else if X > Y then ba->          {execute macro to make column wider}
        else if X < Y then ba-<>!        {execute macro to make narrower}

Use this macro to adjust column width.
```

```
W:<asp ba-W :                            {call ba-W (prints message)}
        X = key : print chr$ X:msg "">!  {clears message after any keypress}

Displays the current column width and cancels message.
```

```
<ba-W>:<asp Y = peek #ccwidth :          {read column width into Y}
        msg ' Column width = ' + str$ Y + '. '>!
                                         {message}

Displays current column width only.  Called by sa-W
```

```
<ba->>:<asp msg "" :                     {clear message}
        begin :                          {start loop}
        oa-L>C<rtn>C<oa-right : rtn :    {widen column by one character}
        Y = peek #ccwidth : ba-W : if X = Y then sa-W : rtn stop else rpt>!

<ba-<>:<asp msg "" : begin : oa-L>C<rtn>C<oa-left : rtn : Y = peek #ccwidth : ba-W : if X = Y then sa-W : rtn stop else rpt>!

These macros are called by sa-ctrl-W and are not used by themselves, because they never stop.  They do the actual widening and narrowing of columns.
```

```
start
<ctrl-W>:<asp><Y = peek #ccwidth : msg ' Current column width = ' + str$ Y + '.  Type desired width of column in characters. ' : $1 = getstr 2 : X = val $1 : if X = 0 then msg "" : stop : else : if X = Y then msg "" : stop : else : if X > Y then ba-> : else : if X < Y then ba-<>!

W:<asp><ba-W : X = key : print chr$ X : msg "">!

<ba-W>:<asp><Y = peek #ccwidth : msg ' Column width = ' + str$ Y + '. '>!

<ba->>:<asp><msg "" : begin : oa-L>C<rtn>C<oa-right rtn Y = peek 177 : ba-W : if X = Y then sa-W : rtn stop : else : rpt>!

<ba-<>:<asp><msg "" : begin : oa-L>C<rtn>C<oa-left rtn Y = peek 177 : ba-W : if X = Y then sa-W : rtn stop : else : rpt>!
```

# AUG BOOK LIBRARY

## Here is a list of the additional and changed library books as of April 90.

Members Library Book # 56.
10 A+ Magazines 1988.
March, April, May, June, July, August, September, October, November, December.

Members Library Book # 81.
8 Nibble Magazines 1985.
January, March, April, May, June, August, October, November.

Members Library Book # 82.
10 Applications Magazines 1989.
January/February, March, April, May, June, July, August, September, October, November/December.

Members Library Book # 83.
10 Applications Magazines 1989.
January/February, March, April, May, June, July, August, September, October, November/December.

Members Library Book # 84.
Desktop Publishing on The Macintosh.
by Apple Computer Australia Pty. Ltd.

Members Library Book # 85.
The Australian Apple Education Software Directory 1987.
by Apple Computer Australia Pty. Ltd.

Members Library Book # 86.
The Apple IIgs Software Directory 1987.
by Apple Computer Australia Pty. Ltd.

Members Library Book # 87.
dBase Mac In Business.
by Jim Heid.

Members Library Book # 88.
Macintosh Programming Secrets.
by Scott Knaster.

Members Library Book # 89.
Using dBase Mac.
by Paul Springer & Ralp De Franco.

Members Library Book # 90.
Understanding PostScript Programming.
by David a Holzgang.

Members Library Book # 91.
The Complete Guide to dBase Mac.
by Dan Shafer & Don Huntington.

Members Library Book # 92.
OverVUE Information manger for the Mac.
by OuerVUE Development Corp.

Members Library Book # 93.
The Viscalc Book Apple Edition.
by Donald H Beil.

Members Library Book # 94.
IIGS and Music 1988.
by Apple Computer Australia.

Members Library Book # 95.
Macintosh Utilities Users Guide.
by Apple Computer.

Members Library Book # 96.
Macintosh II Owners Guide.
by apple Computer.

Members Library Book # 97.
Apple Hard Disk SC.
by Apple Computer.

Members Library Book # 98.
Macintosh AppleColor High-Resolution RGB Monitor.
by Apple Computer.

Members Library Book # 99.
Hackers.
by Steven Levy.

Members Library Book # 100.
The Book of Apple Software 1983.
by Jeffrey Stanton, Robert P Wells and Sandra Rochowansky.

Members Library Book # 101.
8 Nibble Magazines 1988.
February, April, May, June, July, August, November, December.

Members Library Book # 102.
18 The Australian Apple Review Magazines.
April 1984, September 1984, December 1984, August/September 1985, October 1985, November 1985, December 1985, January 1986, February 1986, March 1986, May 1986, June 1986, July/August 1986, September 1986, October 1986, December 1986, April 1987, May 1987.

Members Library book # 103
8 MACazine Magazines.
January 1986, February 1986, March 1986, May 1986, June 1986, October 1986, September 1986, December 1986.

Members Library Book # 104.
6 MacUser Magazines.
January 1989, February 1989, March 1989, April 1989, May 1989, June 1989.

Members Library Book # 105.
6 MacUser Magazines.
July 1989, August 1989, September 1989, October 1989, November 1989, December 1989.

nortel

# Career Opportunity

Here at Nortel we're committed to pushing the frontiers of telecommunications. That's why we spend over $800 million world-wide on R&D each year ... why we recently opened the state-of-the-art Nortel Technology Centre at the University of Wollongong ... and why we're looking for the following highly motivated, career oriented individuals to tackle R&D roles with unlimited potential.

## Designer Macintosh Software

As a creative, innovative individual with at least one year of experience in a Macintosh programming environment, you'll thrive in this demanding role. You'll need an intimate knowledge of user interface design aspects and Mac internals. Familiarity with telecommunications would be an advantage.

## Manager Applications Development

If you've had at least two years experience managing a small software design team doing new product design, this is the new and exciting challenge you've been looking for. You'll oversee all aspects of bringing new products to the market, including project management, system specification, software design, product testing and market trials.

Superb communication skills and a strong technical background in Macintosh software development is essential.

Both positions offer excellent benefits that include superannuation and the opportunity to work in a world-class technology centre. Please send your resume to the address below.

**Barbara Keys**
**Nortel Technology Centre**
**University of Wollongong**
**Northfields Avenue**
**P.O. Box 1144**
**Wollongong, NSW 2500**

# The Art Of Mastering Adobe *TypeManager* With Type*Align*

*As Reviewed by Tony Szabo*

**At last a software package which frees the everyday user from the LaserWriter and opens the way to cheap good looking print.**

A sweeping statement you may think. Not if you use *ATM* with the newest type management tool, Type*Align*. All of the major Mac magazines have been praising *ATM* as the panacea for all LaserWriter users to get true screen representation of their work. I look at it as a boon for the users of non-POSTSCRIPT™ printers. It gives you excellent output for much less outlay.

POSTSCRIPT™ licencing has pushed the cost of the LaserWriter out of the reach of *"the rest of us"* and *ATM* has given an avenue to good looking print..

You may remember my review of *ATM* in the February issue. In that review I listed a few minor display problems. Well, Type*Align* successfully fixes some of those problems. This article was produced with the help of *ATM*, Type*Align* and the *ATM Plus Pack*. I achieved the same print results from a HP DeskWriter and an ImageWriter // (*though not as sharp*).

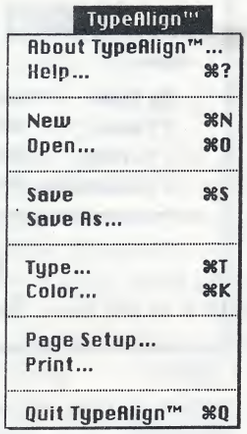


*Figure 2*

The Type*Align* package is identical in size and style to *ATM*. As I said before its US price is also identical to *ATM*. More on that later. In the package you get a 74 page manual and a single disk. The disk contains the Type*Align* DA, the INIT and a comprehensive help file. The first thing I should point out here is that the program takes too much disk space for you to be able to use this on an 800K floppy disk system. The three files take 210K. Add *ATM's* 109K and you'll be pushing for space with the required 6.0.*x* system files. And that doesn't include the outline fonts.

If you have a hard disk then you have no problem. Installation of the program is simple. The INIT and Help file go into the System folder and the DA is installed (*either by Font/DA Mover or Suitcase II/MasterJuggler*). After restarting your Mac everything is ready to go. Of course, *ATM* must be loaded as well.

The manual is very well laid out and covers installation very well. The major part of the manual is taken up with a tutorial of each feature of Type*Align*. To begin using the program simply select the DA and you are presented with a Type*Align* window (*Figure 1*) and menu (*Figure 2*).

The tool palette contains many familiar Mac tools and a few new ones. Below the now familiar magnifying (*zoom*) glass is the

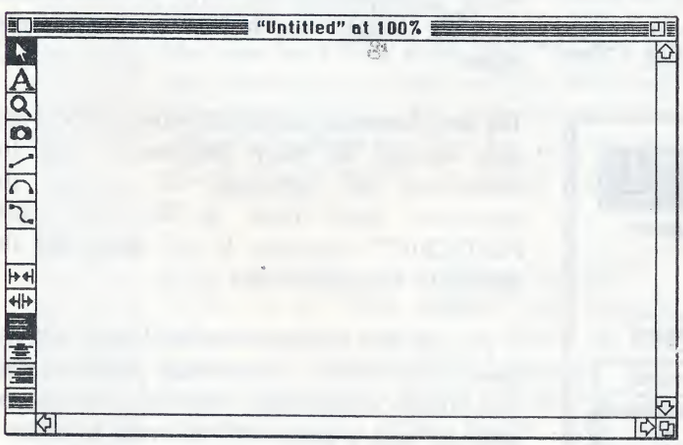


*Figure 1*

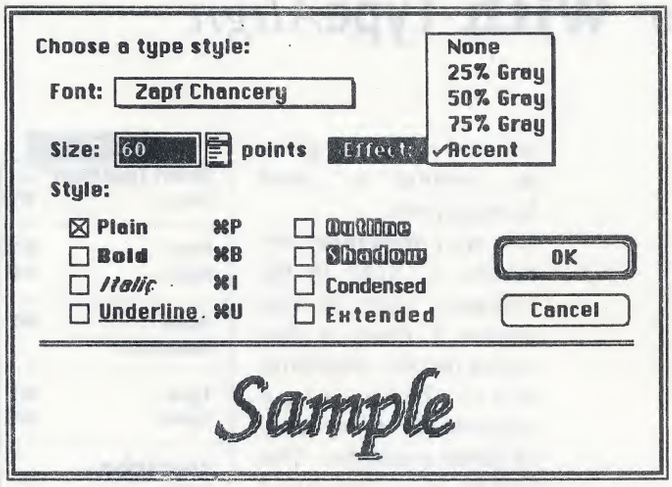



*Figure 3*

Snapshot tool. This tool allows you to see through the window to the text below much as Clipper does and allows you to size and place your text. The difference is the text behind will show as shaded until you turn off the snapshot. Very neat for aligning and sizing your headings etc.

Below that is the straight line, arc and freehand tools for making your base lines. The next two tools are your kerning controls. These two little wonders will fix many of the kerning problems I noticed in the current crop of software. The final four icons are for the justification of your text on the line.

The menu allows you to open and save you files, as well as set type and colour attributes, and print your files. The Help facility is also accessed here.

I found the lay out of the program very easy to use. The first thing required is to draw a line in the window. The straight line tool can be constrained to 15 degree angles with the shift key. The arc tool can be made to form circles by simply dragging the inner handles. The freehand tool gives you access to any form of line you heart desires.

Once your path is drawn it is then simply a matter of typing in your text. The program defaults to 48 point Times but the type specifications can easily be set via the Type dialog (*Figure 3*). All Adobe outline fonts will be listed in the drop down menu. Type sizes of up 144 point are listed in theSize menu but you can type in the required odd sizes and *AT M* will fix the rest. Be careful how big you go though. I tried 8000 point as a joke and it drew it but when the program (*XPress*) tried to show it the display went ape and crashed.

A nice little feature in this dialog, in addition to the various styles, is effect menu. This allows you to set your text to percentage greys or use Accent (*Their own form of shadow*). A nice touch. Those of you with colour Macs can access the Colour dialog (*Figure 4*) and set up to 16 million colours. ImageWriter // users can print in the normal eight colours.

But the real power of the program is only realised when you start entering and manipulating text. Once you draw your line, set your type specs simply return to the DA window and start typing. The program will automatically insert your text beginning at the point you started the line and head towards the end of the line. If you go in the wrong direction you may find your text upside down and back to front. No it's not a bug but a very handy feature.

Once you finish typing and choose the selection tool from the palette the objects handles will appear. The manipulation you can obtain will depend on the tool you selected initially to draw your line. I have given a few screen examples at the end of this review showing straight line, arc and freehand in that order.

The text distortion capabilities are excellent and only limited by your imagination and the complexity for printing. Of course, the distortion does have a limit on non-POSTSCRIPT™ printers. It will print but the quality of the outline may suffer.

If you use the freehand line tool and find you need more control points than provided then you simply *Option-click* onthe line where you want to add a point. If you wish to make a large line like the one I used in the title then

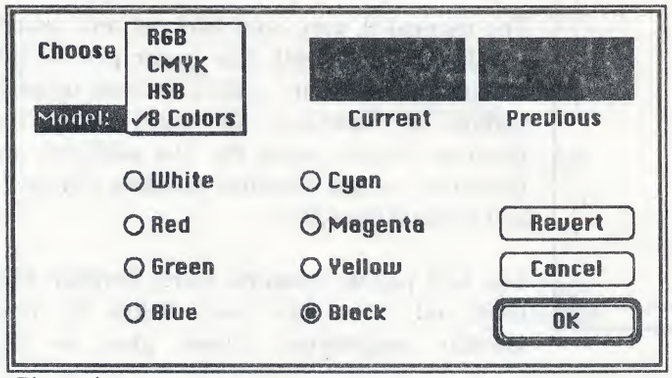
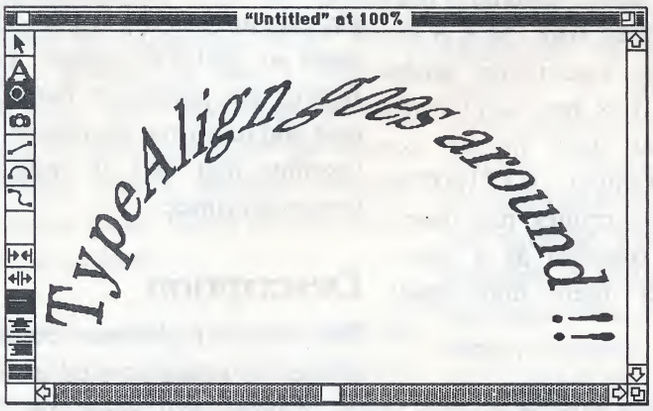
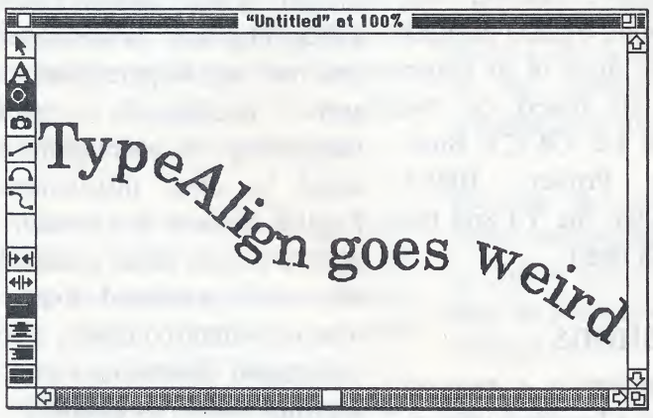



*Figure 4*

*Using the straight line tool with distortion*




*Using the arc line tool with distortion*




*Using the freehand tool without distortion*

you may be a little frustrated. There is no shift constraint to draw straight lines and your curves will be a bit messy but with the ability to reshape the line and add control points it isn't really a problem for small areas.

After a few tries at it I gave up and decided to do it in three stages. Two straight lines(*one rotated*) and an arc. I split the title between the three and then exported them via the clipboard to Xpress and did the final alignment there. The bi-line and leaf (*Dingbats Option-s*) are also separate objects. I first attempted to do the alignment within the DA but it does not like fine adjustments all that much. The next blow was that you can only select one object at a time and, unfortunately, there is no group command.

So, how do you move your work to where you want it? It's very simple really. The easiest way is to select the object and copy it to the clipboard then into your application. If you want to save the document for later use then there are three more options. You can save your file in PICT, EPS or Illustrator format. You must have the *ATM* compatible Illustrator (*1.9.3*) though. I think this should keep most people happy. If you are sending your file to a friend who doesn't have Type*Align* then holding down the *Option* key while saving or copying will also add a bitmap to the file so they can see it. *ATM* will still be required.

Most programs will accept the files from the clipboard but three major Draw/Paint programs are incompatible at this stage. They are SuperPaint, Cricket Draw and Canvas. So be aware.

I can find very little to gripe about with this program. It fits its advertising bill well and all ImageWriter users can use it if only to print well at angles.

My few wishes for this program in the future are 1) Grouping of multiple object line as one and 2) Shift constraint of the freehand tool for doing straight sections. (Addition of the group command may negate this wish.)

Other than that I cannot recommend this program highly enough. It's a **must** have for all *ATM* owners whether you use a laser or a dot matrix printer.

I am not aware of the distributor nor the pricing here in Australia. I purchased the program from the ComputerWare in the US for $US69. The US developer, Emerald City, has just been acquired by Adobe Systems in the States. Soon we may InfoMagic as the distributor.

BUY & ENJOY

**Type***Align*

Review

# MASTer Blaster

## Postscript printer

copyright 1990 Brian R. Hinder

The battle of the fonts and by implication, printers, continues to rage.

The next nine months will see the gestation of a whole new ball-game as Apple releases System 7.0 and announces new printers expected to incorporate Microsoft's postscript clone.

That these printers will be cheaper than the current Laserwriters goes without saying.

In the meantime the market is expanding and to add to the competitive pressure M.A.S.T, an American peripheral and computer supplies company represented in Australia by Computer Discounts (Aust.) Pty. Ltd., has now entered the Postcript printer fray. M.A.S.T. have a close association with Fujitsu and it is not surprising therefore that their printer is indeed a Fujitsu RX7100PS machine. This printer has been designed to function as a 'personal' rather than high end machine.

It's introductory pricing is particularly aggressive...$4,995 inc. tax being around $1,000 cheaper than the street price of its major competition all based on the Ricoh engine i.e. GCC's Business Laser Printer, IBM's Personal Printer, the T.I and the Ricoh 6000PS itself.

## Specifications

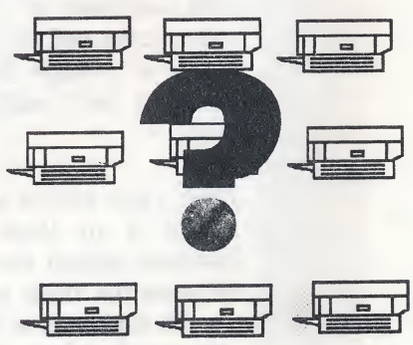
The 22kg. printer is a genuine Postcript device boasting version 50.3 of Adobe's interpreter. It comes as standard with 2 meg of Ram memory on board which can be expanded to a maximum of 4 megs. Rom is 1.5 megs and includes the standard 11 Adobe type faces, comprising 35 fonts. The processor is a Motorola 68000 running at 12.5 MHz.

Connectivity is via Appletalk, ports are available for the PC environment. Hewlett Packard Laserjet Series II emulation is supported and three receptacles for font cartridges are provided at the base of the front panel. Given its target audience it is perhaps not surprising that a SCSI port is not implemented

A monthly duty cycle of 3000 copies is permitted, at five pages per minute, and the engine life is rated at 180,000 copies. These figures are similar to the Ricoh unit and reinforce the design philosophy that this is indeed a personal printer.

## Description

The (almost) platinum coloured printer is manufactured entirely by Fujitsu and uses an LED imager rather than a Laser or LCD. The unit is delivered in one box and is particularly well and intelligently packed. Unpacking is straightforward aided by clear instructions in English French & German. Set up is a simple affair guided by a very well presented loose leaf manual which combines easy to understand illustrations and text together with a glossary and index.



paper hoppers (bins), each holding 150 sheets, which sprout from its top. It is therefore similar in configuration to the NEC Silentwriter.

Legal, Letter, A4 and B5 paper sizes are supported and pages are printed face down in correct order after exiting a short paper path (Bin 1), slightly longer for the second hopper. Overhead transparencies can be printed using the adjustable manual feed slot in front of Bin 1. Fujitsu advises that envelopes should not be printed but, for the determined, this is possible, though flakey. Laser labels are the practical answer.

The footprint of the machine is similar to other laser printers however the hinged front paper stacker adds some 9" to overall length when in use. The ease of replacing papar in the hoppers suggests it best to leave this printer on top of desks/tables.

A front mounted LCD 16 digit display facilitates selection of bins and other attributes. Pressing flush mounted pressure sensitive 'buttons' steps through a hierarchical menu in much the same way as used by electronic keyboards. Like all non backlit LCD displays this one can be a chore to read in certain lighting conditions. However this one is angled to the front facia which makes it much easier to read at a glance than that of the Ricoh.

Noise is a very subjective thing on. Those with SE's and early Rodime hard discs will be right at home whereas those used to the quiet of MacPlus' and floppies may well find the printer's fan to be obtrusive. Whatever, it is certainly preferable to an Imagewriter! For those obsessed with figures however, Fujitsu claims 45 dbA on standby and 53 dbA during printing.

## Maintenance

Maintence is easy. Toner is replaced at (nominal) 6,000 sheet intervals and the procedure is quite painless. The powder is enclosed in a 'process' cartridge and spillage, whilst theoretically possible, is unlikely to occur. At the same time a cleaning pad is simply replaced; the LED array, the corona wire and separator cleaned with cloth and tools supplied. Each year an inexpensive ozone filter is replaced. The cost ot the process cartridge and acrutments is just $240.

Because the LED engine has fewer moving parts than lasers it is fair to assume that reliabilty may be better over the life of the product.

## Output

Even using the longer paper path of Bin 2, and a downloadable rather than Rom font, the printer met its 5 pages per minute rating on a two column text document. Comparison tests by MacUser mag indicate the Fujitsu is quicker than the Apple Laserwriter NT. Certainly the only was when printing Tiff scans, which seem to take forever even on an NTX!

Print quality of text is stunningly good. Clean imaging down to 4 point is possible. Serifs are correctly rendered and there is no filling/blocking of letters. Indeed on some papers the type appears to be of 400 dpi rather than 300dpi! The expected advantage of the LED array, namely no discernible distortion across the page, is apparent. Hairlines are beautifully rendered.

The reproduction of grey scales was exemplary. A very even progression between black and white, similar though superior to the very first Laserwriter.

It is therefore disappointing to note the Fujitsu's weakness in rendering evenly areas of dark toner without streaking and achieving proper density. The print density control works speedily and well but even when set to its maximum could not correct this deficiency. A variety of papers of differing weights and surfaces were tried. Importantly all were transported successfully (the paper path is very good and jams will be rare indeed) but none of them made any difference to the sometimes streaky, weak blacks. I am prepared to accept the streaking may be overcome by some judicous cleaning however the lack of density appears to be an idiosyncrasy of the engine.

management which limits the number of fonts which can be downloaded to 14 at any one time. A more practical limit would be eight or nine. Given its intended market this is not a major disadvantage, most users would not choose to use more than four/five fonts in any one document.

The MASTer Blaster is truly competitive, particularly for those whose output is primarily text rather than 'heavy' graphics. It would be brilliant for forms designers, for example. The twin bins allow great flexibilty, maintenance is easy and the machine promises to be reliable in service.

be fantastic value. Certainly the postcript printer "for the rest of us".

Computer Discounts are located at 19-21 Buckland St. Chippendale (just off Broadway) and can be contacted at 281-7411

# Adding RAM to the SE

## Q

Having finally bitten the bullet and purchased 4MB RAM for my Mac SE, I read Tech Note 179 and then opened the case to verify, but something is still unclear.

TN#179 never clearly stated the meanings of the two marked resistors (one in my SE) .

It appears you cut the resistor marked "256K" to install 1MB SIMMs, and cut the resistor marked "1ROW" if both SIMM banks are occupied.

This resistor is shown in the Tech Note but is not present in my Mac, which would make sense because it came with 4 256K SIMMs.
While this seems reasonable, I'm aware that if I missed something I could end up with a $3000 paperweight.

I hope my unwillingness to perform surgery on my Mac before making sure I know what's going on inside it is understandable.

Would you please verify that I've figured out what's going on before I take wire-cutters to the inside of my Mac?

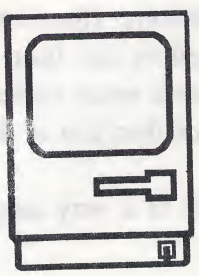
## A

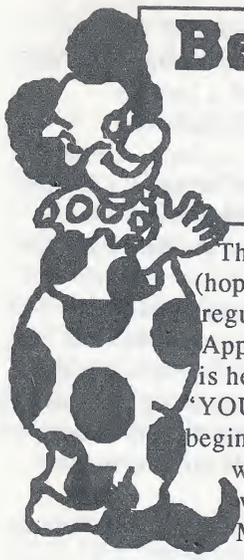
You are correct - cut out the resistor marked "256K". It should be left in only when ALL the SIMMs installed are of the 256K variety.

And for anyone who is interested, if you want to upgrade to 2.5Meg, cut the resistor and swap 1Meg SIMMs for the 256K SIMMs in sockets marked "SIMM 1" and "SIMM 2" (leaving in the 2 -256K SIMMs in sockets 3 & 4).

This goes for both the SE and the PLUS; despite the fact that the SIMM sockets are positioned differently.

The first rule is to (almost) never do anything irreversible.
To "remove" a resistor - cut ONE END lead, in the middle. Then you can tack-solder it back
together if you change your mind.





# Beginners BIT

By Jan Howley

This will (hopefully) be a regular articl in Applecations and is here to help 'YOU the beginner' in the wonderful world of Macintoshing!

## BEGINNERS SIG

The AUG is running a Beginners' SIG (Special Interest Group) during the last half of the main MAC meeting (first Monday of each month). This has been a somewhat informal SIG up to the present time.
By that I mean, sometimes happening, and sometimes not. From here on, this will be a regular feature of the meeting.The SIG Convenor is me - Jan Howley.

I will need your input to make this a successful SIG! In other words, you know what you need to be helped in, I don't. You can contact me at home after hours. My phone number is in the front pages on the "Phone Resource Service" list. Ring me a few days before the meeting, and I will make sure that we discuss your particular problem during that night.

The general format for the SIG:

1. First 15 mins: General question and answer
2. Last 1/2 hour: Discussion of your problems.

## APRIL SIG

We covered the question of "Opening a document created by another application".

## DIDYOU KNOW?

1. Ever wanted to take a snapshop of your screen - AT ANY TIME? You can create a MacPaint file or print directly to your printer.
a) Create a MacPaint file by depressing the following keys together:
<command key>
<shift key> 3
b) Print directly to a printer by depressing the following keys together:
<command key>
<shift key> 4

2. Did you know that you could close all open windows/folders at the same time? Hold the Option key down at the same time you close one folder or window. All others openned will also close.
3. Did you want to keep a printout of what you have on your disk?
a) first select the disk, then go to the File Menu.
b) then select the "Print Catalogue"

4. Ever wanted to print more than one document at a time?
a) first make sure that you have the applications available.
b) then select your documents
c) go to the File Menu, and select the "Print" Option.

You don't have to open the applications when you use this.

Thats it for this time around-please remember, that if you have a talent for a particular application, and you want to help others, volunteer your services for the PHONE RESOURCE Service that the AUG runs.

**'BYE FOR NOW**

# " PROBLEMS SOLVED IMMEDIATELY - MIRACLES TAKE SLIGHTLY LONGER "

# GRAPHICS INTERCHANGE FORMAT

# GIF

Just What Is GIF Exactly?

Over the last few months, I have seen a lot of questions concerning GIF files flying over the bulletin board, and also on the Resource Phone Service that the AUG runs. These articles are on the File Download section of the Bulletin Board, and are reprinted here for your further information.

## Introduction

CompuServe has developed a new Graphics Interchange Format (GIF) designed to serve a wide variety of graphics needs both within the CompuServe product environment and as a universal standard by which graphics can be exchanged between any parties through a network.
This document serves as a simple explanation of what GIF is and what its capabilities.

## What is GIF?

GIF (pronounced "Jif") is a mechanism of storing high-quality color graphics images in a way that can be exchanged between users of differing hardware. For example it allows images created on an Atari ST to be displayed on a Commodore Amiga or IBM-PC and visa versa.
The GIF format allows for very high resolution, full color images that can be used in any application that requires the display of graphics information.

What Kind of Images can GIF be Used For?

GIF images can be part of, but not limited to the following applications
•Full color associate photo board
•Business charts and graphics Merchandise catalogs
•Technical documentation
•Schematic diagrams for field service personnel
•Color radar maps
•Medical illustrations
•Art gallery
•Exchange of user-created images

How Much Resolution Can an Image Have?

In terms of pixels, or image dots, GIF is capable of defining images of over 16,000 by 16,000 individual dots. This compares with the average microcomputer screen of 320 by 200 pixels. Even laser printers are generally limited to about 2000 by 3000 pixels. GIF technology is adequate for graphics applications for years to come.

How Many Colors Can a GIF Image Have?

Any GIF image can have up to 256 simultaneous colors contained within it. Each individual color can be defined out of a possible set of 16 million colors, making photographic-quality images possible.

Does This Mean an IBM-PC Cannot Display GIF Images with 256 Colors?

All GIF images can be processed by all GIF software. The software is designed to make the best use of a specific hardware's capabilities with regard to colors. A best match is made between a desired color in the image, and the possible colors the hardware can display.
Generally, detail of an image will be lost, but it should still be recognizable. On the other side, any image originating from an IBM machine should display exactly on a more capable microcomputer.

How Large are the Image Files in GIF?

This will vary a great deal depending on the number of colors present, the size of the image and the amount of detail present. GIF uses a sophisticated compression method that reduces the file size to between 1/2 to 1/8 of the original file size of the image. This means that even complex images can be economically downloaded.
An example is an Atari ST image file of 320 by 200 pixels and 16 colors which would require 32,000 bytes on the Atari might only require 8,000 bytes in GIF format, a space savings of 4 to 1.

What Micros can Support GIF

Currently CompuServe has developed software for a number of microcomputers to display or create GIF format files. Additional hardware will be supported as time goes on. The GIF standard document will be made public and third party authors will be encouraged to create additional GIF software for other hardware. Machines supported currently include:
•IBM-PC/MS-DOS family with CGA or EGA graphics boards
•Commodore Amiga
•Atari ST
•Macintosh family

The software files can be found in the appropriate hardware


May 1990

FORUMS and in the Picture Support Fourm (GO PICS).

Where are the GIF Files that can be Displayed?
Currently many GIF files are available in DL2 of the Picture Support Forum.
Each appropriate hardware forum will also accumulate GIF files as time goes on.
The CompuServe FORUM software has a GIF file type established for uploads of GIF image files.

## COMPUSERVE

## GRAPHICS INTERCHANGE FORMAT (GIF)

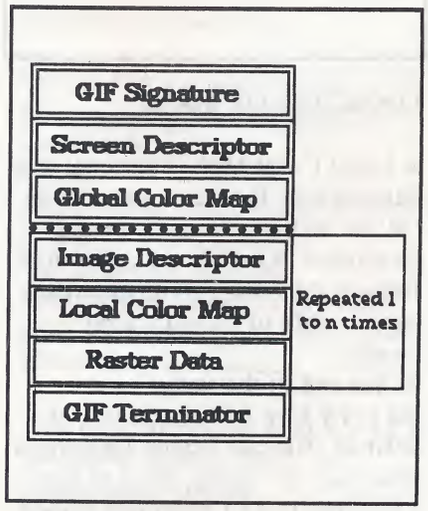
'GIF' is CompuServe's standard for defining generalized color raster images.
This 'Graphics Interchange Format' allows high-quality, high-resolution graphics to be displayed on a variety of graphics hardware and is intended as an exchange and display mechanism for graphics images.

The image format described in this document is designed to support current and future image technology and will in addition serve as a basis for future CompuServe graphics products.

The main focus of this document is to provide the technical information necessary for a programmer to implement GIF encoders and decoders. As such, some assumptions are made as to terminology relavent to graphics and programming in general.

The first section of this document describes the GIF data format and its components and applies to all GIF decoders, either as stand-alone programs, or as part of a comms package.
Appendix B is a section relavent to decoders that are part of a communications software package and describes the protocol requirements for entering and exiting GIF mode, and responding to host interrogations.
A glossary in Appendix A defines some of the terminology used in this document.
Appendix C gives a detailed explanation of how the graphics image itself is packaged as a series of data bytes.

## GENERAL FILE FORMAT




## GIF SIGNATURE

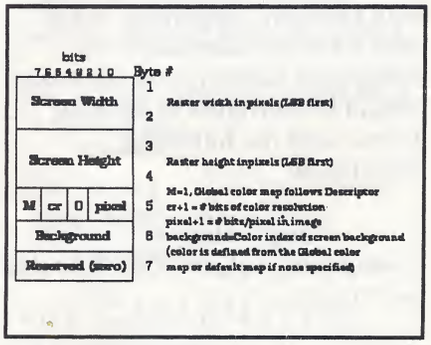
The following GIF Signature identifies the data following as a valid GIF image stream. It consists of the following six characters:

G I F 8 7 a

The last three characters '87a' may be viewed as a version number for this particular GIF definition and will be used in general as a reference in documents regarding GIF that address any version dependencies.

## SCREEN DESCRIPTOR

The Screen Descriptor describes the overall parameters for all GIF images following. It defines the overall dimensions of the image space or logical screen required, the existance of color mapping information, background screen color, and color depth information. This information is stored in a series of 8-bit bytes as described below.




## GLOBAL COLOR MAP

The Global Color Map is optional but recommended for images where accurate color rendition is desired. The existence of this color map is indicated in the 'M' field of byte 5 of the Screen Descriptor.

A color map can also be associated with each image in a GIF file but will normally use this global map because of hardware restrictions in equipment available today.

In the individual Image Descriptors the 'M' flag will normally be zero. If the Global Color Map is present, it's definition immediately follows the Screen Descriptor. The number of color map entries following a Screen Descriptor is equal to 2**(# bits per pixel), where each entry consists of three byte values representing the relative intensities of red, green

and blue respectively.
Each pixel value received is displayed according to its closest match with an available color on the display based on this color map.

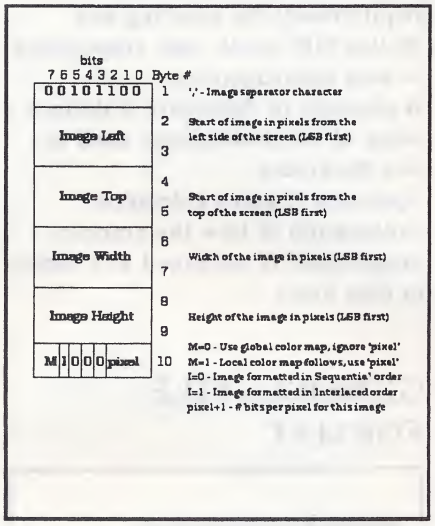
The color components represent a fractional intensity value from none (0) to full (255).
White would be represented as (255,255,255), black as (0,0,0) and medium yellow as (180,180,0).
For display, if the device supports fewer than 8 bits per color component, the higher order bits of each component are used. In the creation of a GIF color map entry with hardware supporting fewer than 8 bits per component, the component values for the hardware should be converted to the 8-bit format with the following calculation:

<map_value> = <component_value>*255/(2**<nbits> -1)

This assures accurate translation of colors for all displays. If no Global Color Map is indicated, a default color map is generated internally which maps each incoming color index to a hardware color index.

# IMAGE DESCRIPTOR

The Image Descriptor defines the actual placement and extents of the following image within the space defined in the Screen Descriptor. Also defined are flags to indicate the presence of a local color lookup map, and to define the pixel display sequence. Each Image Descriptor is introduced by an image separator character.
The role of the Image Separator is simply to provide a synchronization character to introduce an Image Descriptor. This is desirable if a GIF file happens to contain more than one image. This character is defined as 0x2C hex or ',' (comma).
When this character is encountered between images, the Image Descriptor will follow immediately.


bits
7 6 5 4 3 2 1 0 Byte #
0 0 1 0 1 1 0 0 1
',' - Image separator character
Image Left
2
3
Start of image in pixels from the left side of the screen (LSB first)
Image Top
4
5
Start of image in pixels from the top of the screen (LSB first)
Image Width
6
7
Width of the image in pixels (LSB first)
Image Height
8
9
Height of the image in pixels (LSB first)
M I 0 0 0 pixel
10
M=0 - Use global color map, ignore 'pixel'
M=1 - Local color map follows, use 'pixel'
I=0 - Image formatted in Sequential order
I=1 - Image formatted in Interlaced order
pixel+1 - # bits per pixel for this image

LOCAL COLOR MAP

A Local Color Map is optional and defined here for future use. If the 'M' bit of byte 10 of the Image Descriptor is set, then a color map follows the Image Descriptor that applies only to the following image.
At the end of the image, the color map will revert to that defined after the Screen Descriptor. Note that the 'pixel' field of byte 10 of the Image Descriptor is used only if a Local Color Map is indicated. This defines the parameters not only for the image pixel size, but determines the number of color map entries that follow.
The bits per pixel value will also revert to the value specified in the Screen Descriptor when processing of the following image is complete.

# RASTER DATA

The format of the actual image is defined as the series of pixel color values that make up the image.

The pixels are stored left to right sequentially for an image row. Normally each image row is written sequentially, top to bottom. In the case that the Interlace or 'I' bit is set in byte 10 of the Image Descriptor then the row order of the image display follows a four-pass process in which the image is filled in by widely spaced rows. The first pass writes every 8th row, starting with row 0. The second pass writes every 8th row starting at row 4. The third pass writes every 4th row starting at row 2. The fourth pass completes the image, writing every other row, starting at row
1. A graphic description of this process follows:

Row Pass 1 Pass 2 Pass 3 Pass 4 Result

---

0**1a****1a**1**4a****4a**2**
3a****3a**3**4b****4b**4**2a*
***2a**5**4c****4c**6**3b****
3b**7**4d****4d**8**1b****1b*
*9**4e****4e**10**3c****3c**1
1**4f****4f*12**2b****2b**

The pixel values are stored as a series of color indices which map into the existing color map.
The resulting color value is what is actually diplayed. This series of pixel indices, the number of which is equal to image-width*image-height pixels, are passed in the GIF image data stream one byte per pixel, compressed according to a version of the LZW compression algorithm as defined in Appendix C.

# GIF TERMINATION

In order to provide a synchronization for the termination of a GIF image file, a GIF decoder will exit GIF mode when the character 0x3B hex or ';' is found after an image has been processed.

# APPENDIX A - GLOSSARY

## PIXEL

The smallest picture element of a graphics image. This usually corresponds to a single dot on a graphics screen.
Image resolution is typically given in units of pixels.
For example a fairly standard graphics screen format is one 320 pixels across and 200 pixels high. Each pixel can appear as one of several colors depending on the capabilities of the graphics hardware.

## RASTER

A horizontal row of pixels representing one line of an image. A typical method of working with images since most hardware is oriented to work most efficiently in this manner.

## LSB

Least Significant Byte. Refers to a convention for two byte numeric values in which the less significant byte of the value preceeds the more significant byte. This convention is typical on many microcomputers.

## COLOR MAP

The list of definitions of each color used in a GIF image.
These desired colors are converted to available colors
through a table which is derived by assigning an incoming color index (from the image) to an output color index (of the hardware).
While the color map definitons are specified in a GIF image, the output pixel colors will vary based on the hardware used and its ability to match the defined color.

## INTERLACE

The method of displaying a GIF image in which multiple passes are made, outputting raster lines spaced apart to provide a way of visualizing the general content of an entire image before all of the data has been processed.

## B PROTOCOL A

CompuServe-developed error-correcting file transfer protocol available in the public domain and implemented in CompuServe VIDTEX products.

This error checking mechanism will be used in transfers of GIF images for
interactive applications.

## LZW

A sophisticated data compression algorithm based on work done by Lempel-Ziv & Welch which has the feature of very efficient one-pass encoding and decoding.

This allows the image to be decompressed and displayed at the same time.

The original article from which this technique was adapted is:
"A Technique for High Performance Data Compression", IEEE Computer, vol 17 no 6 (June 1984) Terry A. Welch,

This basic algorithm is also used in the public domain ARC file compression utilities.

The CompuServe adaptation of LZW for GIF is described in Appendix C.

# APPENDIX B - INTERACTIVE SEQUENCES

GIF Sequence Exchanges for an Interactive Environment

The following sequences are defined for use in mediating control between a GIF sender and GIF receiver over an interactive communications line.

These sequences do not apply to applications that involve downloading of static GIF files and are not considered part of a GIF file.

## GIF CAPABILITIES ENQUIRY

The GCE sequence is issued from a host and requests an interactive GIF decoder to return a response message that defines the graphics parameters for the decoder. This involves returning information about the screen size, number of bits/color supported and the amount of color detail supported.

The escape sequence for the GCE is defined as:

ESC [ > 0 g (g is lower case, spaces inserted for clarity)

## GIF CAPABILITIES RESPONSE

The GIF Capabilities Response message is returned by an interactive GIF decoder and defines the decoder's display capabilities for all graphics modes that are supported by the software. Note that this can also include graphics printers as well as a monitor screen. The general format of this message is:
# protocol{ ; dev, width, height, color-bits, color-res }... <CR>
'#'-GCR identifier character
(Number Sign)protocol='0' -
No end-to-end protocol supported by decoder Transfer as direct 8-bit data stream.protocol='1' -
Can use B-protocol to transfer GIF data interactively dev = '0' -
Screen parameter set follows
dev = '1' -
Printerparameter set follows width - Maximum supported display width in pixels height -
Maximum supported display height

in pixelscolor-bits - Number of bits per pixel supported. The number of supported colors is 2**color-bits. color-res -Number of bits per color component supported in color palette. If color-res is '0' then no color mapping is possible.

Note that all values in the GCR are returned as ASCII decimal numbers and the message is terminated by a Carriage Return character.

The following GCR message describes three standard EGA configurations with no printer; the GIF data stream can be sent using B-protocol:
#1 ;0,320,200,4,2 ;0,640,200,2,2 ;0,640,350,4,2<CR>

ENTER GIF GRAPHICS MODE

Two sequences are currently defined to invoke a GIF decoder into action. The only difference between them is that different output media are selected.

These sequences are:

ESC [ > 1 g Display GIF image on screen

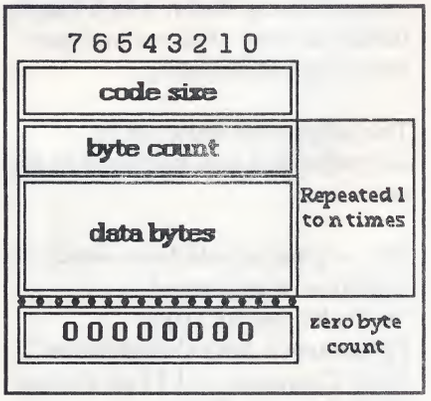
ESC [ > 2 g Display image directly to an attached graphics printer.
The image may optionally be displayed on the screen as well. Note that the 'g' character terminating each sequence is in lower case.

## INTERACTIVE ENVIRONMENT

The assumed environment for transmission of GIF image data interactively
is a full 8-bit data stream from host to micro. All 256 character codes must be transferrable.
The establishing of an 8-bit data path for communications will normally be taken care of by the host application programs.
It is however up to the receiving communications programs supporting GIF to be able to receive and pass on all 256 8-bit codes to the GIF decoder software.

## APPENDIX C IMAGE PACKAGING & COMPRESSION

The Raster Data stream that represents the actual output image can be represented as:




The conversion of the image from a series of pixel values to a transmitted or stored character stream involves several steps.

In brief these steps are:

1.Establish the Code Size - Define the number of bits needed to represent the actual data.

2.Compress the Data - Compress the series of image pixels to a series of compression codes.

3.Build a Series of Bytes - Take the set of compression codes and convertto a string of 8-bit bytes.

4.Package the Bytes - Package sets of bytes into blocks preceeded by character counts.

## ESTABLISH CODE SIZE

The first byte of GIF Raster Data stream is a value indicating the number of bits required to represent the set of actual pixel values.
Normally this will be the same as the number of color bits. Because of some algorithmic constraints however, black & white images which have one color bit must be indicated as having a code size of 2. This code size value also implies that the compression codes must start out one bit longer.

## COMPRESSION

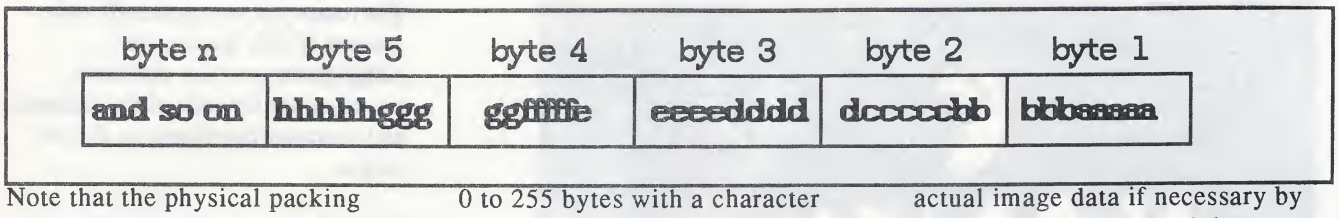
The LZW algorithm converts a series of value codes into a series of codes which may be raw values or a code designating a series of values. Using text characters as an analogy, the output code consists of a character or a code representing a string of characters.

The first available string code is a value greater than the largest actual value to occur in the input.

## BUILD 8-BIT BYTES

Because the LZW compression used for GIF creates a series of variable length codes, of between 3 and 12 bits each, these codes must be reformed into a series of 8-bit bytes that will be the characters actually stored or transmitted. This provides additional compression of the image.

The codes are formed into a stream of bits as if they were packed right to left and then picked off 8 bits at a time to be output. Assuming a character array of 8 bits per character and using 5 bit codes to be packed, an example layout would be simila to:




Note that the physical packing arrangement will change as the number of bits per compression code change but the concept remains the same.

## PACKAGE THE BYTES

Once the bytes have been created, they are grouped into blocks for output by preceeding each block of 0 to 255 bytes with a character count byte. A block with a zero byte count terminates the Raster Data stream for a given image.

These blocks are what are actually output for the GIF image.

This block format has the side effect of allowing a decoding program the ability to read past the actual image data if necessary by reading block count and then skipping over the data.

*Article courtesy of -*
*Jan Howley*
*Beginners SIG Convener*

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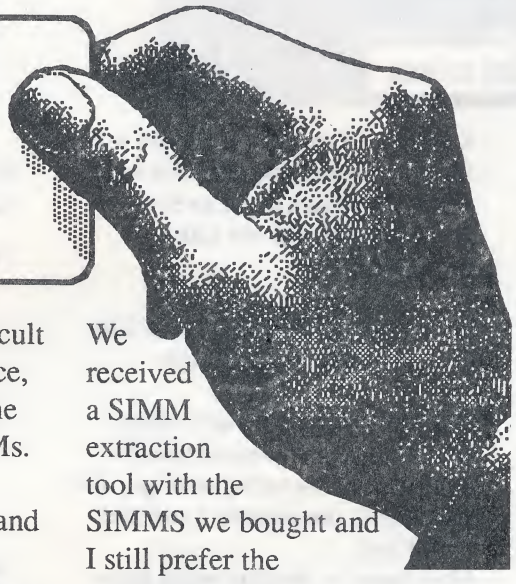
# SIMM Replacement



Installing SIMMS is not difficult at all,.I've opened my SE twice, each time to replace two of the 256K SIMMs with 1M SIMMs.

You can save a lot of money and time by putting in SIMMs yourself -BUT you risk breaking the SIMM socket.

If you do this, you'll need to replace the whole logic board, which will cost a lot more than the money you saved by doing the replacement yourself.

To remove SIMMS, I use a small flat blade jeweler's screwdriver that looks like an unbent paper clip but a lot stronger.

We received a SIMM extraction tool with the SIMMS we bought and I still prefer the screwdriver.

Before I started using a jeweler's screwdriver I did break a socket but managed to install the SIMM anyway.

It is not always necessary to replace the whole mother board if you break a SIMM socket.

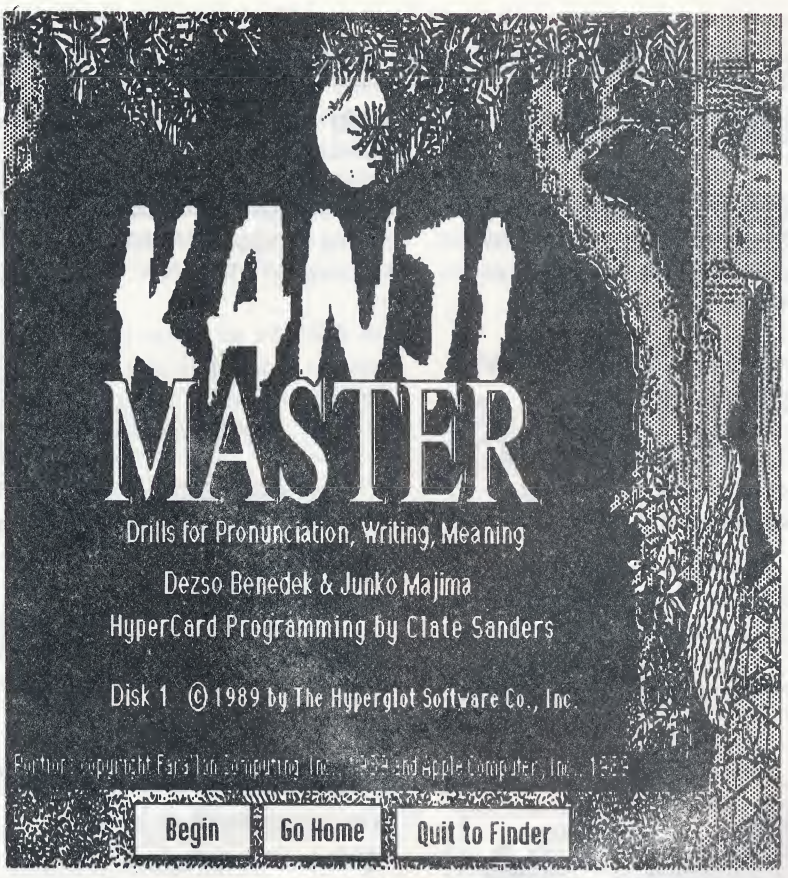
ALTERNATIVE
I used my two thumbnails as gently as possible to spread the tabs just enough to lift the SIMMs forward.

reinserting the new SIMMs, I placed my thumbnails in the same place and slid the SIMMs down between them, so that the pressure from them pushed my thumbnails enough to open the tabs and let the SIMMs slide in.

I assume this makes sense to anyone who has replaced SIMMs.
I have never broken a SIMM socket using my fingernails though I did go through a lot of fingernails!.

Was I inviting disaster this way, using my thumbnails?

Not necessarily - BUT a SIMM removal tool reduces the risk of breaking a SIMM socket plus it makes removing them a lot faster.




At a recent Macintosh meeting, Bob Camm, from Validata, demonstrated a product designed to assist in the learning of Japanese "Kanji" characters. I have been learning Japanese for the last eighteen months now, and feel that I am about ready to start reading the language, so I immediately saw Bob after the meeting and purchased Kanji-Master.

First of all, what is (or are) Kanji? Kanji characters are "ideographs", or pictorially based characters, used to express words in a language. Japanese Kanji were actually borrowed from the Chinese some hundreds of years ago, when the Japanese wanted a written Language.
The Japanese, however, decided that one set of characters wasn't enough, and set about designing two more alphabets.
Kanji are used for all words of ancient origin, like spring, summer, life and death. More modern "loan-words" like "kurisumasu" (Christmas), and "Kompakuto Disuko" (compact disk), are written in a phonetic script called Katakana. Other Japanese origin words, like prepositions, and other connecting words, are written in yet another phonetic script, this one called Hiragana.

In case you think this may get a little confusing, believe me, it does.

How many Kanji are there? Many thousands. It is considered that, for basic literacy (including reading a daily newspaper), one requires a standard 1800 Kanji.
Most Japanese students would know this many by the end of high school.

Back to Kanji-Master. Kanji Master is a collection of HyperCard stacks from HyperGlot [terrible name!] software in the USA.
It comes on a mammoth 12 800k disks, and comprises 13 HyperCard stacks. There is one introductory stack and 6"lessons", each one taking up two stacks.

All in all, Kanji Master provides lessons on about 320 kanji (characters).

The reason for the apparently huge amount of disk space is that KanjiMaster provides digitised vocalisations for each of the characters, and character combinations that are taught.

Using KanjiMaster, a collection of characters is selected from those available, and these form a "Drill List". This list is then used within a number of options (see Figure 1).

Fig 1

The first option, "Browse" allows the character to examined. (Figure 2).

Fig 2

In this mode, one can see the character drawn in full calligraphic style, as well as an English translation, and a phonetic reading in the hiragana alphabet.

By using the buttons along the bottom of the card, it is possible to hear then word being spoken, and also to see the character being written. The reason for this is that, when it comes to writing

Japanese characters, the order that the strokes are written in is of prime importance.

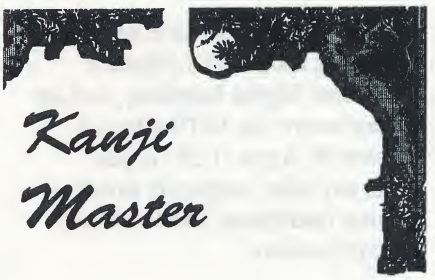
Another feature of this "Browse" mode is being able to see and hear the word used in compounds. This feature arises because of another difficulty with the Japanese language - many Japanese characters have more than one possible pronunciation.
There is usually one pronunciation when the character is used on its own (kun) and one or more others (on) when used in compounds.

After spending some time learning in browse mode, there are many other modes used for testing your knowledge. Two of these are simple multiple choice examinations.
A Kanji is presented to you with either a group of four English words, or four Japanese kana pronunciations. In each case, you are required to select the correct reading within 3 to 5 seconds.

Another test mode speaks the word, and you are expected to write the word on paper. Because of the importance of stroke order in writing Japanese, there is another test for stroke order.
Does it work? I've been using Kanji-Master for about a month now, and I find it very good. There is enough information there to keep me learning for a long time. I have now mastered all of about 20 kanji (I'm almost at 1st grade level), and Kanji-Master has produced most of that learning.

In terms of value for money (Kanji-Master retails for under $300) I would have to say it is well worth the price.

Remember, this product will NOT teach you how to speak Japanese. If you are already learning conversational Japanese, this will certainly help you Japanese reading skills.




# HyperCard Datebook Problem

## Q

## Has anybody noticed a date problem in their DateBook Hypercard stack?

## I recently extended my six-monthly calendar and now I can't display my weekly calendar.

If I click on the icon to display the weekly calendar it displays the six-monthly calendar instead!.

Itseems to to occur only with the first week of January 1990. After opening the Home Stack, and clicking on the Weekly Datebook Icon, I get the Six-month Calendar (January-June 1990) instead.
Clicking Week One of January in that calendar produces some disk action, but nothing else.

Clicking Week Two opens the Weekly Calendar, correctly, to the week beginning January 8, 1990. If we go back one week (using the left arrow icon at the bottom of the page), the missing week appears.

But, if we then click on the Six-month Calendar icon at the top of the page, the following error message appears:
"Can't understand bracketWeek."

Another thing I noticed when extending the six-month calendar, it writes "M T W T F S S" at the top "by hand"; i.e. the days of the week are not painted on the background, but put into fields.

Why? More to the point, why are the weeks displayed with Monday first?

Is there a script modification to make the six-month calendar conform to the American practice of putting Sunday first, Saturday last?

I'm using HyperCard 1.2.2, System 6.02, and Finder 6.1.and Disinfectant 1.5 says no viruses present.

## A

Apple has released a fix for the HyperCard Datebook problem. Apparently the bug is due to the fact that 1990 starts on Monday.

Try this:

In the stack script, change the "goweekly" handler from:

```
set lockScreen to true
find startOfWeek(myDate) in bkgnd
field "WeekSecs"
```

to:

```
set lockScreen to true
go bg "Weekly"
find startOfWeek(myDate) in bkgnd
field "WeekSecs"
```

Also in the stack script, change the GoSixMonthly handler from:

```
visual effect zoom open
find thisHalfYear(myDate) in bkgnd
field "MySecs"
```

to:

```
visual effect zoom open
go bg 1
find thisHalfYear(myDate) in bkgnd
field "MySecs"
```

If this doesn't work, don't blame me, I'm just passing it on.!

# The Pocket MACSI

Review by Ron Lombardo

The Macintosh and the Apple II GS are both very useful tools for anyone interested in the possibilities of using computers with music.

By now, most people have heard something about MIDI (Musical Instrument Digital Interface), and are at least aware that MIDI allows a Macintosh, Apple II GS (or just about any other computer) to talk to musical instruments like keyboards and synthesizers.

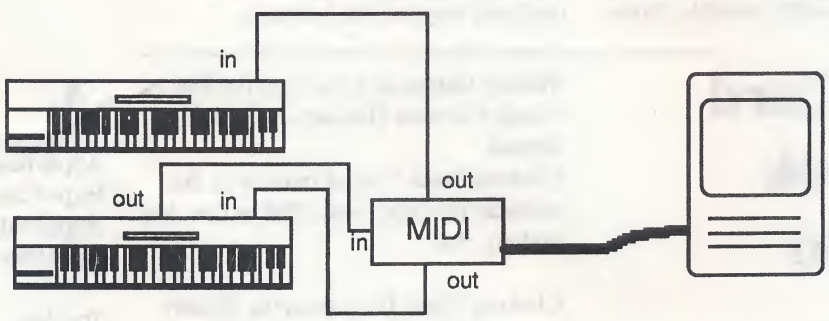
Much has been written about MIDI software and MIDI instruments, and these can now be obtained fairly cheaply. It is now possible for the amateur musician to explore MIDI fairly cheaply.

The problem for the budget-conscious computer-muso has been the MIDI interface. This humble device fits between your computer and your synthesizer, and allows these two extremely different pieces of equipment talk to one another without getting confused.

Up to now, anyone looking for a cheap MIDI interface had two choices: Spend a minimum of $200 on a MIDI interface, or find a circuit and build one yourself. For a lot of people looking at the possibilities of starting with MIDI, $200 is just too much of a gamble. For others, the prospect of buying bits and soldering them into a potential pile of junk is even more off-putting.

ALARM Communications of Melbourne have come to the rescue with a budget-priced MIDI interface,called the POCKET MACSI, that will work with either the Mac or the Apple II GS. This device has one Mini DIN-8 connector which plugs into the serial (or printer) port, and three 5 pin DIN standard MIDI connectors, 2 MIDI "outs" and one MIDI "in".

More than two instruments can be attached by using MIDI "through" capabilities on the instruments themselves, or by using a separate MIDI THRU box. A MIDI THRU box acts like a "double adapter" for.MIDI instruments, with one small difference.




One of the requirements of MIDI is that there is no direct electrical connection between MIDI instruments. Signals can pass along MIDI cables, but electricity will not. This is accomplished by the use of devices called "opto-isolators", which convert the electrical signals into light signals.

Alarm Communications also market a low-cost MIDI THRU box which is useful for multiple instruments. Having gone through all this mumbo-jumbo, the important questions need to be asked.

How does it perform?

In short, very well.

I have had this little box connected between my Mac and a number of different synthesizers, with no ill-effects. I have used various pieces of software, [Professional Performer, Passport's Encore, Kurzweill's Object Mover and others], all without problem. The box is not speed switchable, as some MIDI's are, but I didn't find this a problem. Most programs seem to be able to handle the current standard(?) 1 MHz that is used within the MACSI.The unit works, and works well.

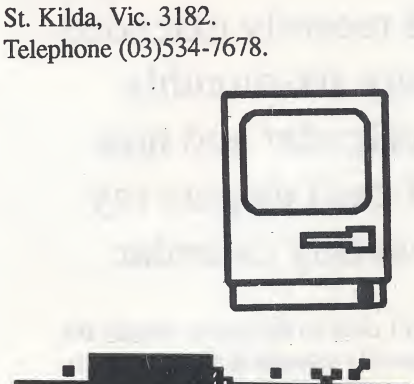
I decided to have a look at the innards to see how well this little doer does its thing, and found my only slight annoyance with it. The PC board is glued to the box. Not a major problem, but if anything should go wrong...

On to the last two important questions, "Where do you get it?" and of course "Emma Chisit?".

If all goes according to plan, you will soon be able to get this little marvel for a short time special through the A.U.G., hopefully at something considerably less than the Pocket Macsi's recommended retail of $150.

Watch Applecations for information soon.

If you can't wait, you can contact the manufacturers,
Alarm Communications,
PO Box 86
St. Kilda, Vic. 3182.
Telephone (03)534-7678.



# PowerDraw 3.0

- Reviewed by Hans Hoffman

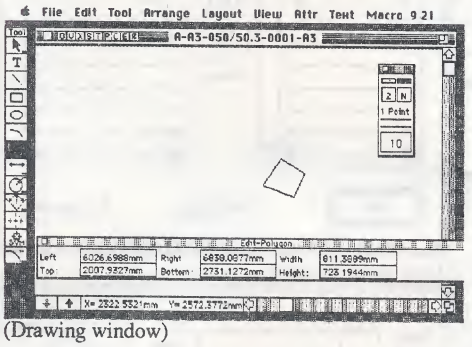
With all software, it's "horses for courses". As a result you can only comment on a program with either a certain degree of bias if you are a user, or else limited knowledge if you are a reviewer.

Until you use a program for quite a while, on real jobs, you can't find the strengths or weaknesses . It might seem that a particular program has an assortment of great features, however they might be inaccessable or awkward to use during actual use. Conversely, a very simple technique can be used on a variety of uses more effecively than many great specialty techniques. Unless you use a particular technique often you tend to forget how to use it and might have to look up the book.. Similarity of techniques is almost as important as their cleverness.

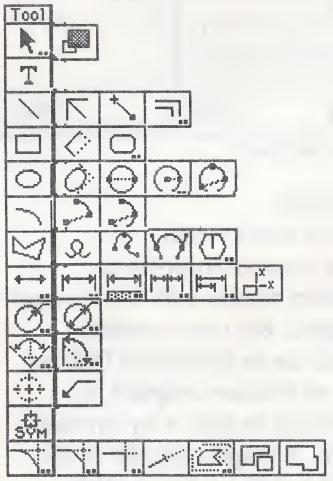
**Selecting a CAD program**; If you are a practising draftsperson, architect, or structural engineer, then you will already have an established way of doing your drawings. Whilst you are evaluating series of CAD programs you should try out to reproduce those techniques. A particular program might have a great way of drawing tangents to circles, while being slow at redrawing large size drawings. This could be terrible if you only do simple layouts which don't have tangents but are very large. Similarly, 3D capability might be a wonderful sales feature, but might be rarely used. Another factor for small businesses is the ability of a CAD program to work in limited Hard disk space/RAM and Screen size. It might be difficult to justify $20,000 expenditure for a CAD setup to start with.

**Now for PowerDraw**; I have always looked at this CAD program has always being a computerised drawing board. It enables you to work quickly and efficiently (making money) with simple techniques on limited equipment configurations. One of the strengths is keyboard commands. I know that the mouse made Macintosh, however for speedy work, menus are out. This has been enhanced by beeing allowed to specify any key combination for any operation.

Somewhat like having Quickeys built in to the program.



(Drawing window)



(Tool Palletes)

TOOL PALLETTE

These are arranged at the left of the screen . The tools are arranged in set according to use. the fact that the tool bar is only single width helps with small screens. Tool complement includes *Pointers, Text, Drawing tools;* lines, rectangles, polygons, circles, ovals curves, bezier, freehand, *Dimensioning, Symbol* placement, and *Modifiers.*

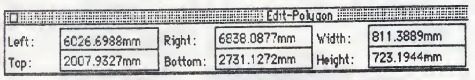
The latest version has a single width tool pallette (to save screen space) expanding to the right of the tool bar. This enables more than one tool to be accessed. The latest tool accessed, scrolls to be visible. Tool defaults are able to be set, and can be shown in a special default window.

MODIFIERS

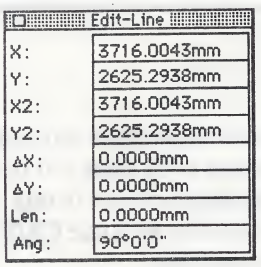
These were menu items in Version 2, but are now toolselectable.
Modifiers are such items as Filleting, Chamfer, Trim, Break, Clip and Combine.
The use of these is very intuitive and are single-tool selected, avoiding having to learn the complicated sequences of some other CAD programs.

KEYBOARD EDITING

Can be done by drawing the object any size, then pressing the tab key. An edit menu appears



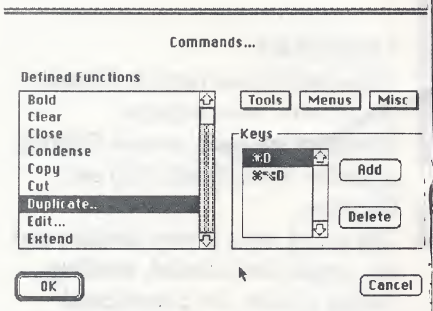

(horizontal and vertical formats are available depending on screen size).



The required values can then be typed in. After pressing the Return key to confirm the selection the shape will be redrawn correct size. Non-editable sizes are available at any time from the information menu in the scroll bar.

KEYBOARD COMMANDS

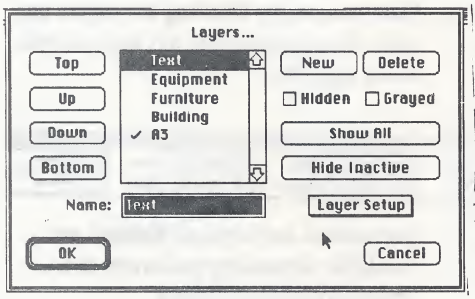
Here PowerDraw design shows its money-making traits again. Once you have the hang of the program you get bored with the menus. Keyboard commands are essential. QuickKeys was certainly a help, but some commands (like tools) were not easily accessable. InPowerDraw you can access almost anything, using an in-built menu. Its great!




(Commands Menu)

LAYERS

Drawing layers are available limited only by memory space. You can work on any (but not all) layer whether it is at the top of the layers or not. You can also hide all non-important layers.




TEXT

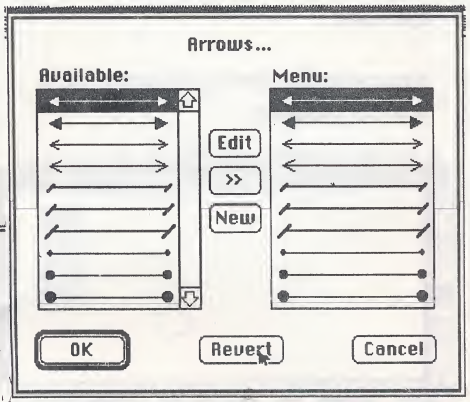
Version 3.0 now has multiple text styles and sizes possible in the same text box. operation with large volumes of text is a little slow, however for a true CAD user this is no problem.

SNAP

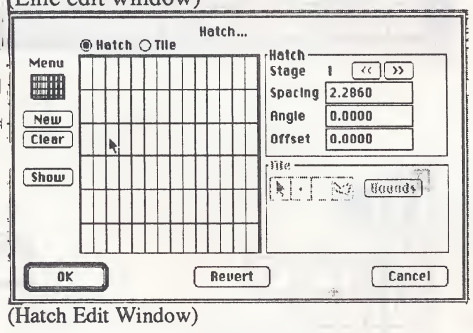
Dynamic snaps are provided to any location of an object. Feedback is indicated at the top of the screen.

EDITABLE

Line weights, Dashes, Fill and Hatch Patterns, Colors.



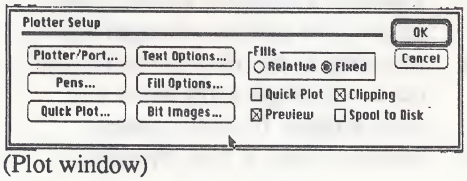

(Line edit window)




(Hatch Edit Window)

PLOTTING

A built-in (MacPlotsII) plotting program covers most wellknown plotters with sophisticated techniques. But more usefully, plottings can be Spooled to Disk and plotted on another computer by transmission on disk or by terminal program. A simple copyable Spool program can be used on another simpler computer to plot the drawing, saving time on the drawing computer.




(Plot window)

FILE HANDLING

Unbelievably the programming of version 3.0 has actually improved the loading and saving speed of files. Operation has also stayed fast. File size has increased about 50%.

MACRO LANGUAGE

A powerful Pascal-like macro language is provided.
However, to save amateurs in programming a lot of time, many pre-made macros are provided, offering some very useful techniques such as; to find which layer an object is on, merging drawings, projection lines, deleting parts of a drawing, curved text, and a comprehensive range of perspective techniques which are an excellent alternative to 3D.

3D and PERSPECTIVE

A 3D program was available for version 2.0. This is now nearly unneccesary with the new perspective Macros.

IBM COMPATIBILITY

A DXF file converter was available for version 2.0, however this is not yet redesigned for the latest version.

HARDWARE

Whilst certainly - the faster the computer - the better the working conditions, it should be possible to use PowerDraw 3.0 on a simple Macintosh SE/20 with just one Megabyte. A Macintosh Plus won't work because of the protection scheme. PowerDraw 3.0 works well on small screens because of the economic use of the screen area. Unlike ClarisCAD, the files do not have the pallettes attached so more screen is used for active area.

DOCUMENTATION

An excellent ring-bound book is rovided with sections for advanced users, and macro programming.

COPY PROTECTION

As a result of many complaints from users, Engineered Software changed its protection to from disk-oriented to "Dongle" protection, for international users. For Australian purchasers an

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I

"ADB key" must be attached to the Desktop Bus (For the US users serial number sensing (checks networks at startup) is used). Placing the ADB key in-line with the keyboard seems to cause trouble with the plug connection, so using the extra socket at the rear of the computer is the best way out.

WARNING

This kind of protection is not a problem for SE and Mac II owners, however the old MacPlus is now UNUSABLE and the MacPortable ADB seems to lack enough power to drive the Dongle. Apple Computer is issuing a new System version 6.05 which may fix this problem. This is a pity because PowerDraw is ideally suited to both machines.

THE COMPANY

PowerDraw is a derivative of MacPlots II. The Computer Shoppe, who originally produced MacPlots II, found that there were many complaints about output of CAD programs like MacDraft.

They then set about producing their own CAD product. Based on MacDraw, the program started as a limited frills productivity tool. A strong feature of PowerDraw is the technical support offered. Having tried local representation, Engineered Software now sell direct to Australian users. Technical support is available (allowing for the international time difference) until about 10 a.m. FAXed messages are also very useful. Programmer support is - I feel - much more useful than the most dedicated local dealer.

Unless the dealer is a full-time practising draftsperson, he/she won't have the experience with such a powerful product, to be able to answer most tricky questions, so direct access to the programmers is best.

Upgrades are a fact of life in the computer business. Some are great, making good programs better. Some are terrible, making small programs large - too complicated - too expensive - too slow - need bigger faster computers to run them - and many other horrors.

The Engineered Software programmers have always kept up a good dialog with their users - sometimes because users have been pushy.

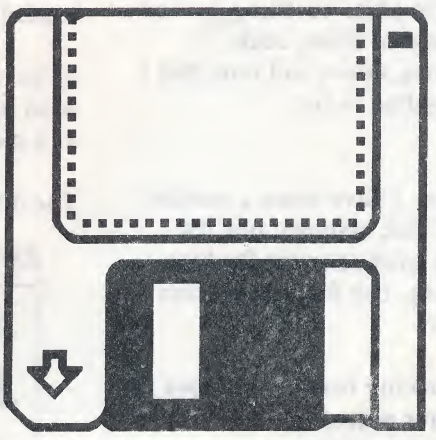
This has led to improvement based on "Wish Lists". The latest version comes with a request for further wish lists for the next version. This makes for a good user-oriented program, rather than having features for the sake of them.

SUMMARY

In a short review it is not possible to cover all the great features of PowerDraw 3.0. Suffice it to say that it is generally a money-making program, particularly suited to the small Drafting Service or Architect. Being able to specify your own keyboard commands makes operation faster. It is simple to learn and use, with consistent techniques for its operations. This program is an excellent computerised alternative to the drawing board. I would thoroughly recommend potential purchasers to contact Engineered Software for a sample of PowerDraw. That is the only way to see if it will suit your needs - I'm sure you will be sold.

PowerDraw 3.0, US$ 795,
Credit cards are accepted.
Engineered Software ,
P.O. Box 18344
Greenbro, NC 27419, U.S.A .
Phone: 0011-1-919-299-4843,
FAX: 0011-1-919-852-2067

Hans Hoffman is head of the Project Planning Department of Medical Applications, a leader in medical electronics equipment. For many years, his private activities included the editing of the magazine of the Apple Users Group (Sydney).



# HOW TO SURVIVE WITHOUT A HARD DISK

*-by Jan Howley*

I run a MacPlus WITHOUT a hard disk, and have been doing so for OVER four years!

How do I do it without those interminable disk swaps?

EASY - I use a Public Domain utility called RAM DISKwhich you can puchase this from our PD Library.

RAM Disk enables you to take some of the machines memory away, and fool the system into thinking that this is a disk.

When I use RAM disk, I load the System Folder to memory, which then allows me to use both my floppy drives for other purposes. I therfore end-up with three drives!

My normal setup is as follows:

1) RAM Disk - with the System Folder (usually 500 KB)

2) Drive 1- Program Disk (programs I intend to use)

3) Drive 2 - Data Disk (where I save my work)

Because I only wish to take away 500kb from memory (remembering that the more you take away, the less the system has to work with, and therefore the system will run slower), I have to be very careful of the size of it, watching out for the amount of fonts, desk accessories, cdevs and inits that I have installed in the System.

Therefore, I have setup a number of RAM disk startups: one for graphics work, one for Desktop Publishing, one for Spreadsheet work, etc.

The following below, describes the procedures necessary for RAM disk installation.

## RAM Disk Installation Procedures

The first thing that you have to do is decide what the work set is, that you wish to setup.
For this example, I have chosen to set up a GRAPHICS work set.
This will consist of Word Processing, Painting, and Drawing.

Therefore I will need those fonts, desk accessories and anything else that will aid me in these tasks.

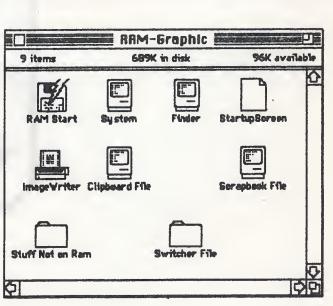
1) Use a Blank disk, copy (drag) all files from your system folder to this disk. These files cannot be in a folder. The Ram Disk program will not copy anything in a folder to Ram.

2) Copy your version of the RAM Disk program to this disk.

3) Using Font/Da Mover, setup the fonts and desk accessories in your system that you wish to have loaded to Ram.

4) Set anything else up that you wish to have installed in Ram, such as a startup screen, etc.

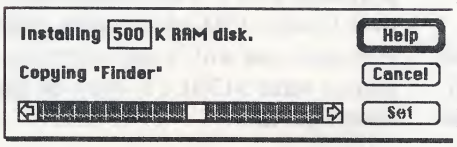
The disk should look similar this





May 1990

5) Double Click the RAM Start icon, and the following will be displayed: You may not be happy with the size of the Ram Disk, if not change it by clicking in the size box provided.




There is also a help button available, which will describe further how to use the RAM disk. The Cancel button will cancel the installation of the Ram disk.

6) All files outside of folders will now be copied to the Ram Disk, and when complete, the system will eject the floppy disk automatically. The screen display below, shows what the end result should be:

7) When you are happy with the setup of the Ram disk, set the RAM Start icon as the Startup file. Do this by selecting the icon, go to the Special Menu, and select the "Set Startup" item on the menu. From then on whenever this floppy disk is mounted at power up, the system will mount the Ram Disk without you having to double click it.

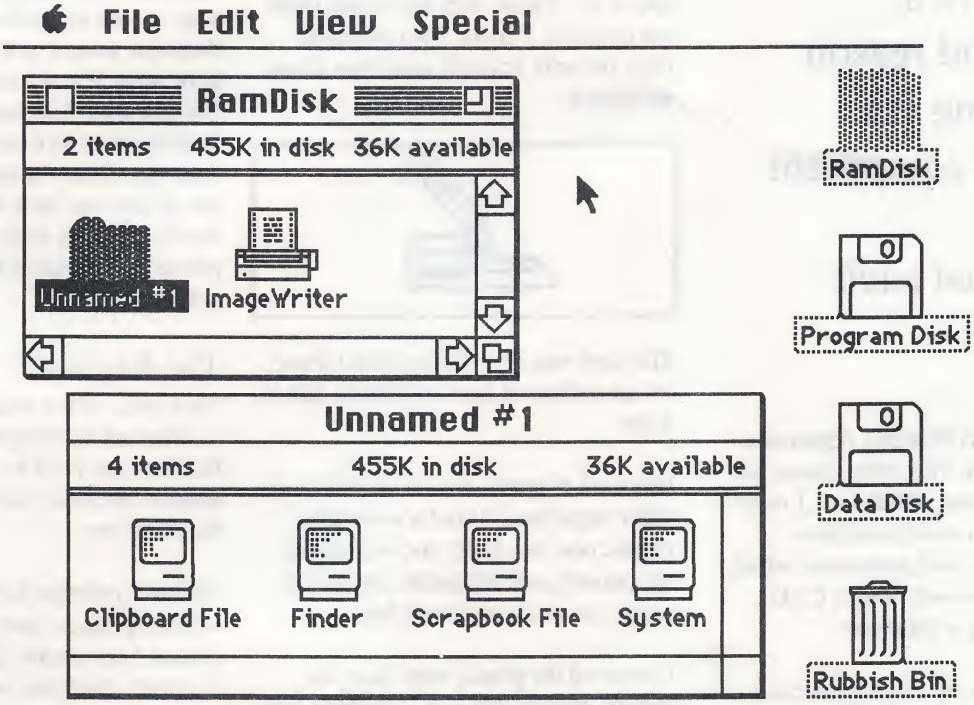
Things to remember

1) All files in any folders will NOT be loaded to RAM Disk.

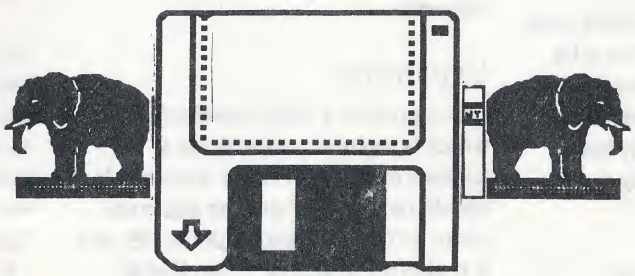
2) Whenever a shutdown/power off occurs you will lose your RAM Disk.

3) It is advisable not to store data on RAM Disk because of the above.

4) You cannot eject RAM Disk. You must shutdown instead.




# RAM DISK - THE END RESULT.



# The MacPortable

A review by Hans Hoffman

Here are just a few thoughts about the Portable Macintosh.

At just under $10,000, you must have a very good reason for buying this piece of equipment.

I have just such a reason.

I run the Project Planning department of my company. This often causes me to travel interstate. When I do, I must make decisions about acceptable building layouts and techniques which can only be assessed using a CAD program. Using a computer

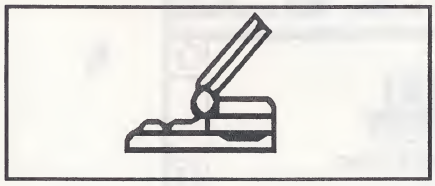
it is possible to try out the particular question to see what problems arise. As well I find that with CAD the size of the screen may not be a problem, but the speed of redraw certainly is. This is where the Portable is great. It's fast.

Last year I found myself travelling with my MacPlus in its carrybag. Not a lot of fun, especially in the Air Force "Hercules" to Adelaide. At one stage I had to completely 'rebuild' my hard disk, which had crashed during the flight

The MacPortable was surely the answer.

Frank Revill from Apple Australia had demonstrated one at the AUG Mac-Meeting. During the coffee break, I had plugged in my PowerDraw CAD disk, and was impressed with the speed of re-draw and also the clarity of the image.

Before placing my order with Seahorse Computers, Hurstville, I asked for opinions from the meeting. I had expected some adverse comments regarding the weight, powerpac, drive speed, etc. These were the things I had not checked. But no. The comments from the only Portable user were about the screen.



This user was very disappointed about its use in limited light conditions like in a car.

I decided to ignore advice and place my order regardless. About a week after (Apple now has good stocks of them) my portable arrived inside a beautiful carry case in its cardboard box.

I removed the plastic strip from the battery, and switched on. The drive had already been initialised, and I could set up my Hard Disk Partition and Tops . After plugging into my network, I transferred all my favourite files. It took about half an hour - typically Mac-ish.

## Expansion

I have ordered a video interface kit, which is reputed to enable me to connect my 11 inch B&W Monitor. It should be available in June and costs about $470 (I checked with the US, and it is also not available there).Kodak now have a DataShow overhead projection unit, and have just released their Diconix 15M inkjet printer, which is portable and will fit into a briefcase. It costs under $1200. I'll report on that when I get one.

How do I like it?

## The Screen

Its excellent. The contrast is adjustable from the Control Panel, but I set it maximum - best for drawing. It does need fairly good light - but then so do you to read the paper with. On a weekend away I had no trouble with poor light. It is A4 wide - slightly wider then the MacPlus screen - a definite improvement as it saves scrolling sideways. Sure - it would be better if the screen was back-lit but then it would also take more power, and possibly be dearer. I think it is a good compromise.

## The Keyboard

Very nice, with a small trackball built-in. You can exchange this for a keypad, but then you need to use the mouse, or another trackball plugged into the ADB port.

The only problem with the trackball was the pressure needed to press the button. I am used to a Kensington trackball which has very light pressure.

I think this will wear in, and may only be a problem to CAD users who live with the button.
Normal typistes don't press the button as often.

The HD40 disk drive; Very fast, but switches off when not used. This is a little confusing at first, because when the drive is accessed, it takes a few seconds to come on and you have to wait.
This is done to conserve battery power - by the way, you can set the drive to stay on when the power lead is in.

## Portability

The weight of the unit is only a little lighter than my fully packed brief case, so I don't find it a problem to carry around. The carry case is well made and makes the computer easier to carry. I haven't taken it interstate yet so I don't know how it gets past the size restriction. I will probably take it out of its carry bag and place a thin soft cover on so I can lay it on the floor without damage.

## Compatibility

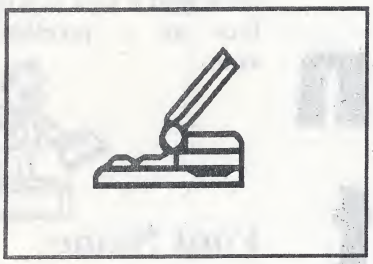
So far, I had difficulty with the "Dongle" protection of PowerDraw. The program wouldn't recognise it. There is now a new System 6.05 which should correct this - I hope. All the software I tried worked normally. I could not do any screen dumps because the F-keys are not in the system.
I am also having difficulty with Tops. It has to be re-started everytime I switch on. You can overcome this by selecting the Chooser.
This I hope will be overcome by the new System.

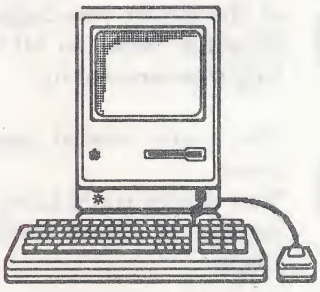
## Summary

I am very pleased with my purchase. If I had to pay for it myself, I might have thought more than twice.

As a business tool it is excellent - it compares favourably in price with the oscilloscopes used by our service techs. As a home computer it is better to use a MacPlus.

I LOVE IT!





# PRINTER RIBBONS AND TONERS

| | |
|---|---|
| Imagewriter I/II (black) | $8.50 |
| I'writer I/II (single colour) | $12.75 |
| I'writer I/II (Heat Transfer* | $28.50 |
| Imagewriter II (multicolour) | $22.00 |
| I'writer II (m/colour H.T.*) | $39.50 |
| Imagewriter LQ (black) | $31.75 |
| Imagewriter LQ (multicolour) | $39.75 |

**Ribbons for printing iron-on textile transfers on regular paper*

| | |
|---|---|
| Laserwriter Cartridge (series I or II) - black | $185.00 |
| L'writer (blue/brown) | $215.00 |
| L'writer recharge | $80.00 |
| Toner Kit for Ricoh PC6000 (to fit Pers Pagelaser, Epson GQ3500 etc) | $39.50 |

## LAZARUS RIBBONS
RIBBON AND TONER SPECIALISTS

AUG members receive a 5% discount on these prices in addition to our usual quantity discounts

70 WOLSELEY RD MOSMAN NSW 2088
PH: (02) 960 2737 • OUTSIDE SYDNEY (008) 24 9991 • FAX: (02) 968 1276

*Note: some of these products are available through AUG bulk purchasing service.*

Fonts

## What is a REAL font?

If I remember correctly , a typeface is the **look** of a set of type, a typeface family is **variations** on a typeface ( bold, italic, etc.), and a font is a typeface at a **particular size**.

## Font Name question

Ok, what's the most popular font?

The most popular typeface in the English-speaking world is **probably** Helvetica in sans serif and **probably** Times Roman in serif.

## Translation Problems

I developed a specialized font, an edited version of zapf dingbats ( actually this is the problem - the font has nothing to do with zapf dingbats, but I started with zapf dingbats for reasons I can't recall now).

Since I edited zapf dingbats, I called it "my Zapf Dingbats". I gave it a font number of 203. So the name and number were distinct from zapf dingbats.

When I printed a document using this font on the laser printer, I was surprised to find that it had substituted zapf dingbats!

Of course, my new font was just a screen bitmap, but I expected that the bits would be sent to the Apple Laserwriter II.

My question is: how is font info sent to the laser printer, and how does it decide what to substitute?

Does the font number get sent, or the name, or both?

Is it possible that it noticed that "my zapf dingbats" and "zapf dingbats" are close in name, and hence a good substitute?

Is there a way to force it to send the screen bitmap font?

Unfortunately the solution to this problem is a bit complex.

The FOND resource for PostScript fonts contains information which tells the LaserWriter driver what PostScript font name to use when generating the PostScript code to send to the printer.

Since you started with the FOND resource for Zapf Dingbats the FOND still has imbedded in it that the proper PostScript font to use is Zapf Dingbats.

It sees that the printer does indeed contain Zapf Dingbats so it goes ahead and uses it.

In addition, the FOND resource contains the width, kerning, and other associated information for Zapf Dingbats which means that applications which use the fractional widths contained in the FOND will be using widths appropriate for Zapf Dingbats instead of your new font.

Editing the FOND resources is not for the faint of heart, to least not this part of the FOND. There may be a trivial way to tell the system to ignore this information in the FOND but I don't know what it is.

In the absence of such a method, I would recommend that you use a tool to generate fonts rather than use ResEdit on an existing font.

## When is Times not Times?

The 24 point Times on the SE/30 at the dealer was bigger than my 24 point Times so all my formatting was screwed up.

There are several possible solutions:
Your dealer could have a different version of Times installed - not likely

YOU could have - not likely either

You wrote your file using PageSetup for an ImageWriter and then imported it to a Word for LaserWriter.

I believe this is the answer because:

a) the ImageWriter uses 72 dots/inch and the LW 300 dpi which scales down to 75 dpi.

b) the LaserWriter uses its internal font while the ImageWriter uses the bitmapped font available in your computer.

Word accounts for this but since your formatting was made with the printer set for a ImageWriter.

Of course I could be totally wrong.





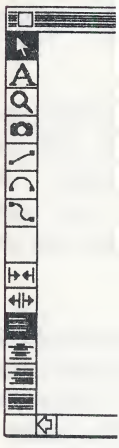
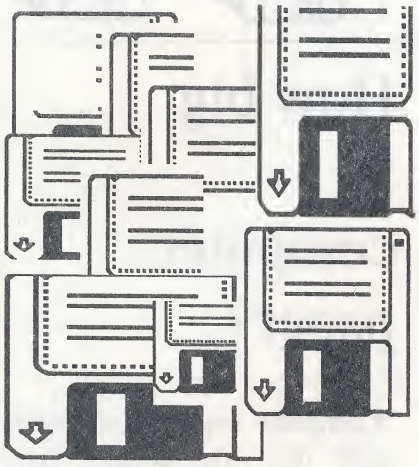


*Figure 1*

# Hiding background layers in MultiFinder



I need to use Multifinder but I get very confused when the screen shows several open applications and the Finder all at the one time.

There are two simple solutions that I use everyday and which I can highly recommend.

MasterJuggler 1.5 allows application switching from pop-up menus with what I have set as cmd-option-click.

This closes all windows but White Knight 11.0.

Multifinder v6.1b.7 has a new feature called SetAside that is available in the Apple menu.

This feature hides all windows for the current application and removes those applications from the normal click-on-the-little-Multifinder-icons list.

You can take the shortcut and option-click on the Multifinder-icon and that will set aside the current applications.

I just use a series of option-clicks to reach the application I want at that moment and keep the rest hidden.

There's also a feature in MultiFinder 6.1b9 to set aside everything but the frontmost application.

Pull down the Apple menu and press the Option key.

The Set Aside menu item will change to Set Aside Others, which will set aside eveything but the frontmost application.

I find both Set Aside and Set Aside Others to be tremendously useful for decreasing screen clutter, especially on a my Plus.

I only wish that MultiFinder would AUTOMATICALLY set aside the current application when I switch to another application .

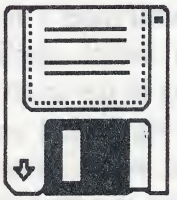
Since it doesn't, I usually switch to another application via the Apple menu and then select Set Aside Others to set aside whatever application I was just in.

Just takes a little longer than it should.

## THE EASY WAY

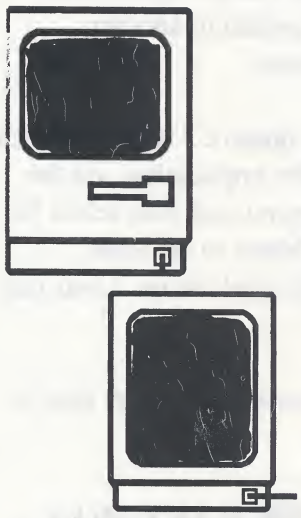
Hold down option and click on a window of a program in the background.

The foreground application will be set aside and the other program will come to the foreground.



DEBUGGING.
An integrated symbolic debugger — with windows for variable, scripts and messages — supports such functions as script tracing, setting breakpoints and stepping.

SUPPORT.
External commands can now easily maintain their own windows and menus, and HyperCard calls on externals only when needed.
This ability could be used to support color PICTs and custom palettes.



# DARKNESS A SCREEN SAVER

Darkness is a exciting new idea in screen savers. It is a background-only Multifinder program, not an INIT or CDEV.and is compatible with all prgrams which are "Multifinder aware."

But it is not compatable with MultiFinder itself — perhaps that is MultiFinder's fault, but you can't switch applications by clicking in the small icon in the upper-right-hand corner of the screen when using Darkness. If this is a problem, then don't bother with Darkness.

Darkness seems to kill On Cue's keyboard switching between apps

# Changing the Moire clock font

Q

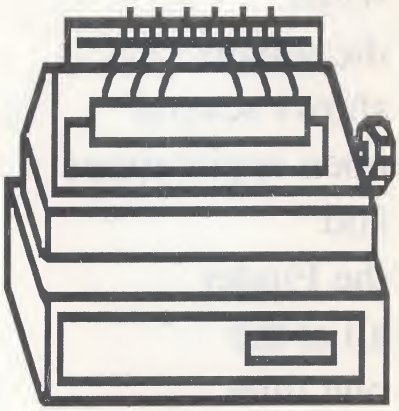
Can the font used for the clock in Moire be changed, and if so, how?

A

This isn't quite what you asked for but why not turn off the clock and then get a copy of SuperClock?SuperClock works fine with Moire's clock turned off - BUT SuperClock has an annoying habit of not working in such things as Microsoft Word.and defeats the purpose of having a clock there, if you can't see it. The Moire clock is always there. It puts itself on top of a menu if needed, but you always know what time it is.

# How big is computer paper?

"Computer Paper" is the wide stuff that has always been associated with the line printers found on mainframes. It is typically printed with green or blue bars, includes line numbers, etc.
It measures 14 7/8" by 11" including the sprocket holes.



It's the stuff "computer printouts" are printed on.

The ImageWriter software treats it as 14 inches wide (not counting the holes). Of course that only works if you have a wide-body ImageWriter

# HyperCard 2.0

Article courtesy of Runx

HyperCard 2.0 is a myth.

Why should Apple bother creating HyperCard 2.0?

They give HyperCard away; a new release wouldn't sell that many more Macs.

Apple gives away the system and finder too, but they keep revising it.

Supplying a more powerful Hypercard - say, one supporting color or multiple windows - could certainly help Apple's hardware sales by encouraging the purchase of better monitors, more memory, and faster CPUs.

Let me further muddy the waters -

I find it amusing that a company would get villified if they pre-announce a product before it's ready to ship - and can get villified just as strongly for keeping quiet until the egg is ready to hatch.

Given that, it's a no-win situation. If this mythical hypercard 2.0 exists, and I'm not saying anything about whether it does or not, and if Apple were to announce in July, 1990 that it won't ship until September, 2001, (are those dates unrealistic enough) then everyone would jump down Apple's throat for pre-announcing things that don't exist.

On the other hand, since Apple hasn't said anything, they're getting people jumping down thier throats for NOT pre-announcing things that don't exist!.

## MOUTH SHUT

Seems like a silly concept to me.

Personally, I'd rather a company keep their mouth shut until they know when it's going to ship.

The alternative (the "Fullwrite will ship next week, really, honest, for sure this time!" syndrome) generates a lot of heat and negative vibes all around.

However,practically speaking, this is not possible.

A company must make some declaration of support for a product's future if they intend to have customers at upgrade time.

They can avoid announcing shipping dates, new features, etc. but the company must say something affirmative or people will move to products from vendors that are more responsive.

I share the amusement at the no-win pressure from people, but there are some serious (and not-so-serious) issues here.

People like to be "in the know" about these things.

Stuff that Apple the people are working on is usually very nifty stuff.
People outside Apple like to find out about it so that they can impress other people with the nifty stuff they've found out about.

My sympathy lies with Apple on this one, for one important reason -

Products are not stable until they ship.

Getting advance information only helps you plan if it is accurate.

Things come up at the last minute. That is the way of engineering.

Even with all of the disclaimers plastered all over it, Apple went way out on a limb with the System 7.0 preview.

I think it was an excellent move, but I still look at the nice big black binder as more of an "artist's rendition" than a draft IM volume.

If Apple does anything other than vague direction statements, people will start planning on future products, and if anything happens (which it will) to change or delay those products, they will blame Apple.

## BETA TEST

No information is often better than wrong information.

Let's take a real live non-Apple example.

My company did a preview of our next product at a recent trade show.

It was explicitly presented as "this is a preview - you can't buy this, but you will be able to buy something like it in a few months."

We had lots of good response and lots of requests to do a beta test .

The product as it stands has some resemblance to what we showed , but it also has some major differences.

Some things have been dropped from the design spec. and others have been added.

If we pinned our design spec. to what we showed people, we'd be doing a disservice to our customers and ourselves.

Apple is even more so in this position, since their market is a lot bigger than ours and their products have a lot more mass appeal.

Companies have already put out ads claiming their stuff is System 7.0 compatible.

This is stupid.

Until it's frozen and disks are shipped, even Apple can't claim that.

If Apple publicized their design goals for future versions of HyperCard, they would lose the flexibility they need to solve the problems they face and make it the best possible product.

Getting advance information only helps you plan if it is accurate.

Definitely, for a lot of reasons.

## TOOTHBRUSH?

Suppose, Apple announces HyperCard 2.0 and the feature-list includes things like multiple stacks, multiple windows, full-screen usage, sticky buttons, color, stereo sound, a MIDI driver, a toaster-oven interface and intelligent software for controlling your electric toothbrush.

When you announce something, people expect it to happen; they also expect it to happen when you tell them it will (people in the computer industry should know better by now, but that's another issue).

Now we find out that the folks who were building the electric toothbrush interface were a little optimistic about their schedules, and Apple has a choice. They can either hold Hypercard 2.0 nine months waiting for the toothbrush software or they can cut the release.

Now, they're going to get yelled at either by the people who want it NOW or the people who MUST have the toothbrush interface.

Again everyone loses.

## REVENUE SLIPS

Then, of course, there is the situation, in which you pre-announce the nice new product and it's so good everyone stops buying the current product so they'll be ready when it ships.

The result?

Revenues head towards zero and the product never ships at all, since the companie dies.

## TAP DANCE

There is this tap-dance-in-a-mine-field companies have to do between disemminating information about things that need to be made public and shooting themselves in the foot by saying the wrong things at the wrong time.

The bottom line is this: there's a difference between "want to know" and "need to know" -- if you have a product that's going to depend on product futures of some sort, then you should talk to Apple about a non-disclosure and getting a futures briefing.

They'll tell you what's going on if you can convince them it's necessary and are willing to not blab it around.

You can usually get the information if you need it.

But the place to get inforamtion about unannounced stuff isn't USENET -- and if a product isn't announced, there's usually a good reason.

I think all of us in the developer community applaud Apple's pre-release of information on System 7.0; it helps us plot our own future courses more easily.

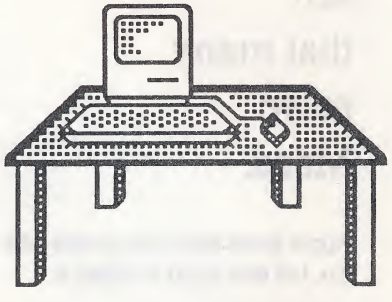
The same should be true of HyperCard 2.0, but unfortunately, it is still being treeated with the old philosophy that Apple keeps sending us little brown pieces of paper claiming to have repudiated.

I am writing a stack that needs more than HyperCard 1.2.2 can give, and it would be nice to know if I could expect these things to appear in HyperCard 2.0

OR

should I be spending a great deal of time researching alternative hypersoftware and writing XCMDs to try to solve my problems.

Apple's answer on HyperCard 2.0 features would certainly help my project.



*These and quite a few other comments were posted to Runx and all expressed the same concern about HyperCard.*

*Does the same concern exist among the HyperCarders of AUG?*

*I would be interested to hear from you and possibly publish your replies?*

*Come on - it doesn't take that long to write a few lines and I'm sure Apple would be glad of honest constructive criticism as well.*

*Ed.*

# TOP TIP

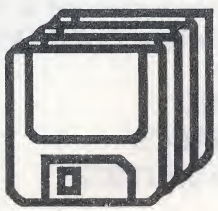
## EJECING DISKS

Sick of dragging disks into the trash?

Dissastisfied with cmd-E leaving the greyed image of the disk on the screen?

Try Option-Cmd-E, but make sure that you hold down the option key until the greyed disk icon disappears.

It will, I promise, and you don't even have to touch the mouse.



## CHANGING THE TEXT-FILE CREATOR IN FILE CONVERT

## Q

In which resource can these defaults be found and if it will be sufficient to change the entry to, let's say 'MACA' for MacWrite ?

## A

There's two ways I know of to do this -

1) Use McSink. Under the"File Utilities" menu selection (under "File") is the selection "File Info...". Use this to change the file type/creator/name/lock status.

2) Try reading the files from within your word processor.

## GENEALOGY SOFTWARE

Is there a good genealogy software package for the Mac?

Yes - Personal Ancestral File

This program is put out by the LDS Church (Mormons). Only $35 and very nice!

I only have a few small complaints mostly in the area of reports which are oriented towards the Mormon's record keeping - stuff that the rest of us don't care about.

Also the ad hoc notes could be attached to specific data items rather than all collected in one place.

It can import/export GEDCOM files - standard for interchange with several other genealoy programs

It's use of the Mac interface is very good - very easy to learn- many great time saving features - 300 page manual - it's available from -

The Church of Jesus Christ of Latter-day Saints
Family History Department
Ancestral File Operations Unit, 2WW
50 East North Temple Street
Salt Lake City,
Utah 84150
(801) 240-2584

There is another genealogical package for the Mac called Family Roots and is published by Quinsept, Inc. in Lexington, MA.

They had considerable experience developing genealogical software for the PC and their software is so flexible as to be almost infinitely customizable.

On the minus side, the program very clearly shows its Roots (sorry about that) as a PC program.

The user interface leaves a lot to be desired, but they are showing signs if fixing it up.

If you want a program that can give you EXACTLY what you want, this is it.

The final version of the program will cost US$175.

# HYPERCARD 2.0 UPDATE

MacWEEK reports on Hypercard 2.0
courtesy of Runx

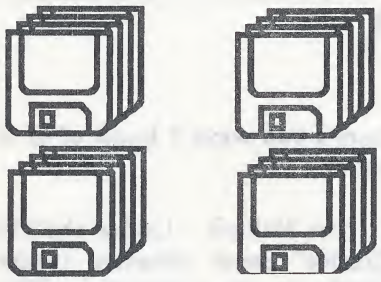
Cupertino, Calif. March 1990 -
TITLE:
Hypercard 2.0 varies card size, adds text buttons
AUTHOR:
Raines Cohen
PUBLICATION:
MacWEEK

Prototype copies of HyperCard 2.0 and Apple documents reviewed last week offer a preview of an update long awaited by stack developers.

The new version, expected to debut in May at Apple's Worldwide Developers Conference , will bring:

NEW
FILE FORMAT.

HyperCard 2.0 can open stacks in the original format, but they can be modified only if converted via a new menu command. The new format will also be compatible with



the forthcoming HyperCard for the Apple //GS.

IMPROVED
WINDOWING

Version 2.0 supports a variety of card styles in sizes up to 1,280 by 1,280 pixels. Unlike Silicon Beach Software Inc.'s SuperCard, however, HyperCard still requires that all cards in a stack be the same size. Users can view cards larger than the HyperCard 2.0 window by dragging a selection rectangle around a special floating window.

ENHANCED
TEXT EDITING

HyperCard 2.0 supports field text in multiple fonts and multiple styles. Since the new version is compatible with standard Apple text-handling routines, separate international releases of HyperCard will no longer be required.

IMPROVED
HYPERTEXT SUPPORT

Because text in fields can be grouped and new language functions help stacks determine what word, phrase or line
the user clicked, any text can be a button. Clicking on a name, for example, could bring up a card with a picture and biographical background.

SEARCH SOPHISTICATION
A new set of commands will allow complex,
multiple-step searches and reports.

EXPANDED
REPORTING.

Printing is much easier and more flexible. Multiple report formats can be saved in a stack.

BACKGROUND
SUPPORT.

HyperCard 2.0 can execute scripts, carry out searches and do other tasks in the background under MultiFinder.

ADDED
GRAPHICS
CAPABILITIES.

Several new visual effects and graphics commands are available, and can be used at all times, even when the Mac is in eight-bit color mode. An icon editor is built in.

STACK DEVELOPERS CAN LOOK FORWARD TO A NUMBER OF LANGUAGE ENHANCEMENTS, INCLUDING:

INCREMENTAL
COMPILATION.
An incremental compiler compiles scripts on initial execution. This will speed up certain language, but not

# *Apple Users' Group*
## *(Sydney), Inc.*

We are a non-profit making association, and have been in existence since 1978.

Meetings are held on Monday from 6.30pm at the

**STEPHEN ROBERTS THEATRE**

**UNIVERSITY OF SYDNEY.**

**The 1st Monday of each month:** General Macintosh Group meeting as well as Apple Special Interest Groups

**The 2ndMonday of each month:** General Apple// Group meeting as well as Macintosh Special Interest Groups

Holiday Monday meetings are cancelled, and dates for substitute meetings are subject to Executive Committee decision. We share experiences, demonstrations, trade ideas, goods, and discuss developments in the Apple world.

Benefits of membership are:

- Regular issues of "Applecations"
- Low-price Bulk/purchase goods
- Access to our Software library
- Access to our Bulletin Board

To become a member, please complete the Membership Form, enclose the correct money, and send it to the AUG (Sydney) - or join at a meeting.

## *Enquiries:*

Write to: PO Box 505,
Bankstown NSW 2200
or ph: (02)58-2709 (24 hrs)

# *Membership Form*

Name: .....Ph:.....

Address: .....

.....

.....PostCode:.....

Nominated by.....Memb. No.....

## New Membership:

| | |
|---|---|
| Joining Fee | $15 =..... |
| 1989/90 Subscription | $30 =..... |
| Surface Mail for Overseas Members | $4 =..... |
| Less student discount (proof provided) | $10 =..... |

*N.B. Student Discount of new membership only*

Attach cheque or Money Order for TOTAL =.....

**Or:**

## Bankcard/Mastercard

(sorry no VISA)

Account Name: .....

Expiry Date.....

Card No: .. .. .. .. .. / .. .. .. .. .. / .. .. .. .. .. / .. .. .. .. ..

Signature:.....

New Member ( ) Renewal ( ) Please Tick

Date: .....

## Change of address:

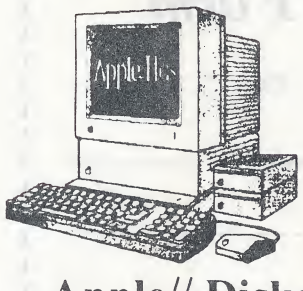
New above/Old label attached ( )

For the AUG confidential records: I own or am interested in

Macintosh ☐ MacII ☐ Apple ] [ ☐ Apple//e ☐ Apple // ☐ Apple //GS ☐

**APPLE USERS GROUP (Sydney)**
**P.O. Box 505 Bankstown NSW 2200**

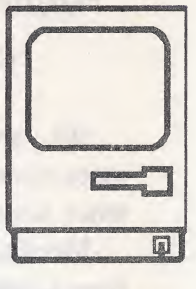
Office use only:




# SOFTWARE LIBRARY

TO GET IT FASTER

(02) 681-3661



## Apple// Disks

PASCAL 1+3 2+4 5 6a 6b 7

CP/M 1+2 3 4 5 6

**APPLE 5.25" DISKS $4.00ea**
**APPLE 3.5" DISKS $7.00ea**

### Apple// ( 5.25")

A-FST '82 PC '85 AUG 1 to 4 5+6+7 9+10+11 12+13
14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29
30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45
46 47 48 49 50 51 52 53 54 55 56 57 58 59 60 61
62 63 64 65 66 67 68 69 70 71 72 73 74 75 76 77 78
79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96
LATEST LISTING:- FROM 89 to 96

### Apple// (3.5")

A1 A2

### AppleIIGS (3.5")

GS1A GS2 GS3 GS4 GS5 GS6 GS7 GS8 GS9 GS10 GS11
GS12 GS13 GS14 GS15 GS16 GS17 GS18 GS19 GS20
GS21 GS22 GS23 GS24 GS25 GS26

### PUBLIC DOMAIN DISKS

PACK No.1 10 D/S DISKS **$40.00**
PACK No. 2 4 D/S DISKS **$16.00**
AppleWorks Data Set No.1 6 D/S Disks **$24.00**
AppleWorks Data Set No.2 6 D/S Disks **$16.00**
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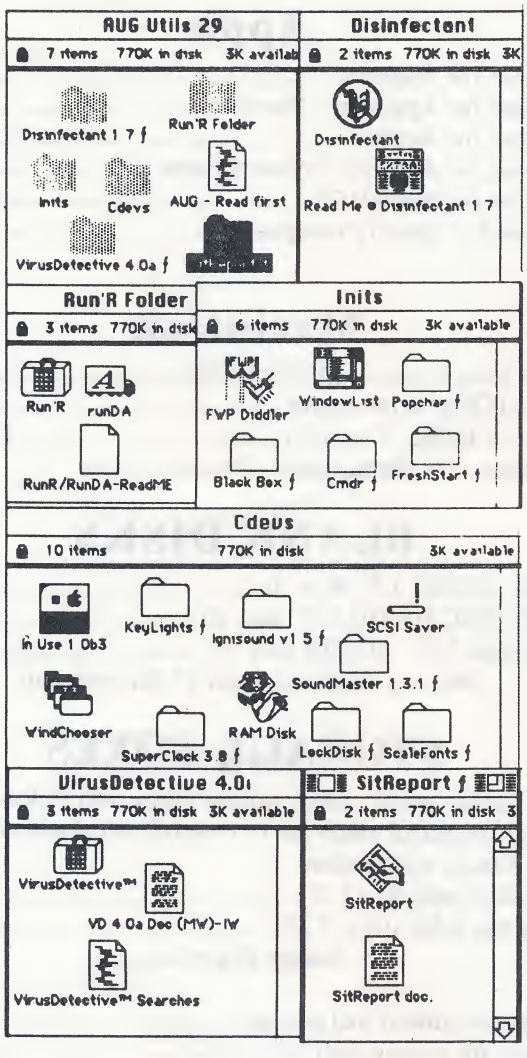


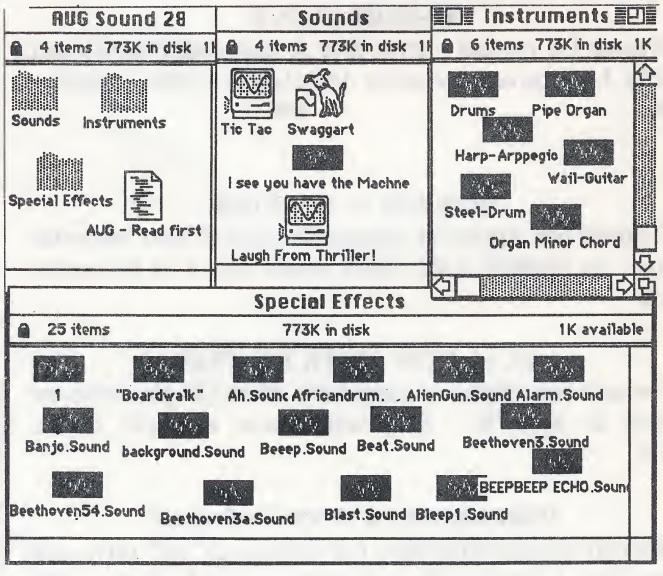

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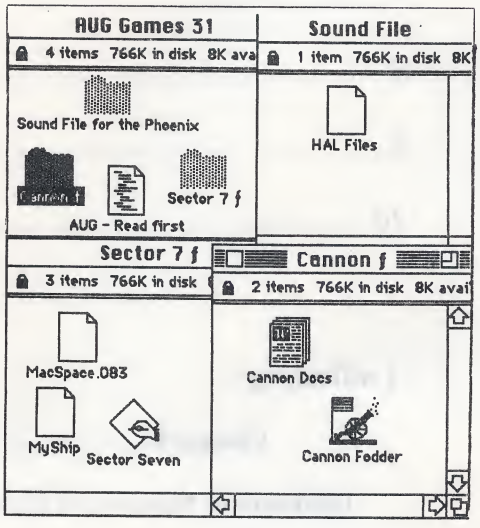


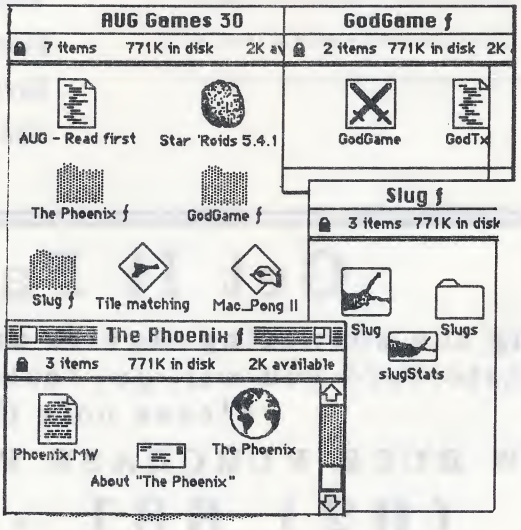

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